The Hunted

Twilight of the U-Boats 1943-45

Rules of Play

a **Gregory M. Smith** design

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GMT GAMES

[1.0] INTRODUCTION

The "Happy Times" for the U-Boats of Germany's Kriegsmarine ended in mid 1943. The Allies stemmed the tide in dramatic fashion thanks to counter measures that included convoy tactics, high frequency direction finding ("huff-duff"), radar, active sonar, and more. Suddenly, the U-Boat fleet was being decimated, as the Hunters became the Hunted and the Allies gained air superiority above the seas. German U-Boat losses alone tell the story. Through 1941, only 66 U-Boats were lost. During 1942, another 96 U-Boats would be lost. And then, in 1943, no less than 237 U-Boats were sunk or scuttled at sea.

The Hunted: Twilight of the U-Boats, 1943–45 is a solitaire, tactical level game placing you in command of a German U-Boat during the second (and most dangerous, for U-Boats) half of WWII. Your mission is to destroy as much Allied shipping and as many capital ships as possible, while advancing your crew quality and increasing your commander rank and awards—all while remembering you have to make it home amidst diminishing odds of survival as the war progresses.

Players will find it *extremely* challenging to survive an entire tour from 1943 to 1945, at which time, if still alive, you will surrender at port, having done your part on the front lines. If desired, a player may start with a more advanced model of U-boat, which may actually increase their chances to survive. You may start at any month/year you wish, but notice that some U-Boats are available right away, while others are not available until later. Players may be reassigned to a newer model of U-boat under some circumstances, but typically will stay in the same boat until the end of game or until sunk.

The rules are numbered and presented in sets of major sections, each section divided into numerous major and secondary cases. The rules cross-reference other rules using (parentheses), so for example you will see, "If Repair of Fuel Tanks fails, the U-Boat must abort its patrol (10.9)," meaning Case 10.9 is related to this rule. The rules of this game have been arranged both for ease of comprehension on first reading and for ease of reference later.

IF YOU ARE NEW TO OR UNFAMILIAR WITH HISTORICAL GAMES, DON'T PANIC! First look at any of the U-Boat Display Mats, the U-Boat Combat Mat, and the playing pieces, then give the rules a quick read through. Please don't try to memorize them. Follow the setup instructions for play and then read Section 2.0 that describes the general course of play. Section 4.0 provides the framework to help you get started. As questions arise simply refer back to the rules. After a few minutes of play, you will find yourself becoming familiar with the game mechanics.

Online game support is available. There are several options to choose from:

Visit us on the Web:
   bit.ly/huntedproductpage (GMT product page)
   bit.ly/huntedbggpage (BoardGameGeek product page)

Contact us by email:
   kranz@consimworld.com

General customer service and game parts support are provided by GMT Games (see rule 3.7).

We also recommend you visit the official game discussion topic on ConsimWorld for game support, to read after action reports, and to share your play experience with others. You will find *The Hunted* game topic by visiting talk.consimworld.com and navigating to the *Global or Multi-Front* individual game discussion area.

Throughout the rules you will see numerous indented sections such as this one. These sections are filled with examples, clarifications, play hints, design notes and other assorted wisdom in order to help ease you along.
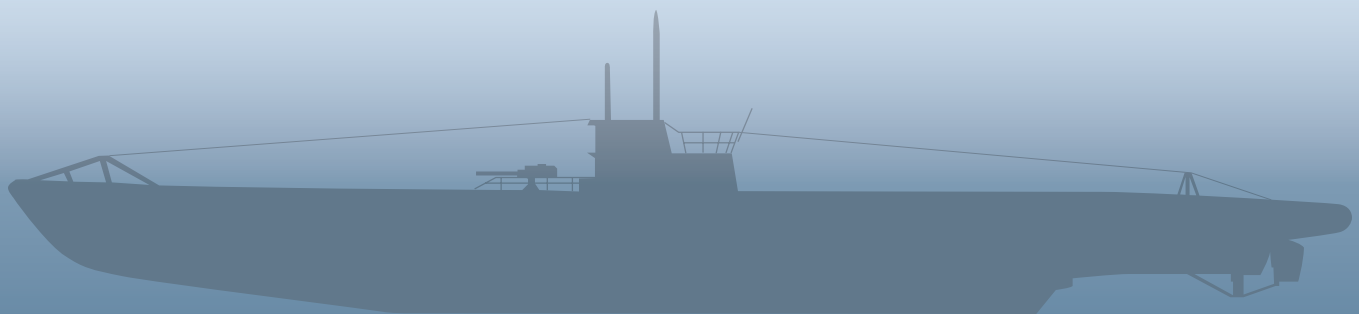
[2.0] HOW TO PLAY THE GAME

OBJECT OF THE GAME

The object of the game is to conduct numerous patrols as a German U-Boat Kommandant and sink enemy ships. The success of each patrol is reflected by the total tonnage of ships sunk or any special mission completed, which can result in promotion and crew advancement—culminating in receiving the highly coveted award of the Knight's Cross. Your U-Boat and crew will face relentless risks as each patrol becomes more hazardous (including the Bay of Biscay and Gibraltar Passage). The ultimate success you achieve rests considerably on the decisions you make while conducting patrols during the course of your career.

Overall victory level is determined at the end of the game based on total tonnage sunk (which can also be determined posthumously if you as Kommandant are killed in action).

The key game components used to facilitate play are the U-Boat Display Mat to track the status of your U-Boat and crew along with tracks for each patrol assignment, the U-Boat Combat Mat to resolve ship encounters, and the Patrol Log Sheet to track the activity and success of each patrol. The various Player Aid Cards are used to resolve game functions.

GENERAL OVERVIEW

In general, play revolves around conducting numerous patrol assignments and resolving any encounters at sea until safely returning to port. Upon completion of each patrol, you assess the success achieved by consulting your log sheet, which may result in a promotion/award for yourself as Kommandant or possible crew advancement. Between patrol assignments, your U-Boat will be refitted for one or more months based upon damage incurred. You may also need time to recuperate from any personal injury before being able to conduct your next patrol.

CONDUCTING PATROLS

Your U-Boat Display Mat shows the overall status of your U-Boat and crew, including armaments. When conducting patrols, your U-Boat progresses through each Travel Box on the assigned Patrol Track, checking for possible encounters in each Travel Box entered, including the possibility of a random event.

Typically encounters involve ship encounters or aircraft encounters. Ship encounters specify whether the enemy ships are under escort, which plays a significant role when engaging them, as your U-Boat may be detected and come under repeated depth charge attack. For each ship encounter you decide to engage in combat, you will make decisions to determine time of day, whether you will conduct surface or submerged combat, and at what range you will engage the target ships and fire your torpedoes. You will also record all ships you engage during combat on the log sheet, noting whether you damaged or sunk them. When conducting surface engagements against unescorted ships, you can also employ your deck guns.

As you conduct combat, you will roll for the amount of damage incurred against targeted ships with your torpedoes (as long as they were not duds) and/or deck gun fire. While unescorted ships are relatively easy targets, if you do not sink them quickly, you run the risk of escorts appearing on the scene when attempting additional rounds of combat to finish them off.

Combat engagements against escorted ships, typically when engaging a convoy, are fraught with risks—especially should you decide to engage at close range (in which case the escorts can attempt detection before you can fire any torpedo salvo). The escorts will have an opportunity to detect your U-Boat, and once detected, your U-Boat may come under repeated depth charge attacks until you are able to escape further detection. You may even attempt to exceed test depth to try and shake free of the escorts. Damage results, including crew injury, put you at greater risk while under attack and trying to escape escort detection.

Once you escape escort detection, you will attempt to repair any damaged systems, with failed repairs resulting in inoperable systems, which could potentially cause you to abort the patrol. Once an engagement ends against escorted ships, you have the option to automatically follow any damaged ships, or attempt to reengage the entire convoy.

Aircraft encounters put your U-Boat at immediate risk, as you attempt to crash dive to avoid imminent attack. Should an air attack be successful, you will engage your Flak gun(s) in the hope you can damage or take down the enemy aircraft. If you fail to damage or destroy the aircraft, you run the risk of undergoing additional air attacks, or even having escorts arrive on the scene to hunt you down.

U-BOAT REFIT

Once your U-Boat completes its patrol assignment by returning to base (after any possible encounter in the last Travel Box on the Patrol Track), it undergoes a refit. The length of refit depends on the amount of hull damage and inoperable systems requiring repair. Furthermore, convalescence for the U-Boat Kommandant can result in delays. The possibility exists that you may be assigned a newer U-Boat or lose some of your crew (as they need more time to recover from their injuries). During refit, you are also able to evaluate the relative success of your patrol, which can result in crew advancement or Kommandant promotion, including the Knight's Cross award. Following refit, before your U-Boat begins its next patrol assignment, all systems will be operational and you will be fully stocked with armaments and a full crew.

END GAME

Once all patrol assignments have been carried out through May 1945, the game ends. Also, should you as Kommandant be killed in action or be captured, or should your U-Boat be sunk, scuttled, or captured, the game immediately ends. Whether you survive until your final patrol or not (ending after May 1945), tally the total tonnage of ships sunk to determine your level of victory achieved. Typically, to record an entire career, you will want to note all ships sunk (including any capital ships), your final rank, and any awards achieved. Of course, if you have gone down with your ship, any accolades and results are recognized posthumously.

[3.0] GAME EQUIPMENT

[3.1] U-BOAT DISPLAY MAT

The 14 U-Boat Display Mats provided correspond to each German U-Boat type available, along with named Patrol Tracks containing individual Travel Boxes to track the progress of your patrol. This mat helps track the status of your crew and systems, including available armaments at your disposal. Select the appropriate Display Mat corresponding to the U-Boat type you have selected for play. This mat is the centerpiece when conducting game play and carrying out patrol assignments. The use of this mat is explained in the appropriate rules section.

[3.2] U-BOAT COMBAT MAT

The U-Boat Combat Mat [U4] is used to resolve combat against shipping targets and is typically set beside your U-Boat Display Mat during play. The use of this mat is explained in the appropriate rules section.

[3.3] THE PLAYING PIECES

There are 222 playing pieces in two die-cut sheets included with **The Hunted**. These playing pieces are referred to as markers and are placed on either the U-Boat Display Mat to track status of your U-Boat and crew, or the U-Boat Combat Mat when resolving combat. Markers are provided for individual ships, aircraft, crew members, individual torpedoes, ammo rounds, random events, and the status of crew and systems.

Note: extra markers—34 total (additional torpedo markers, for example)—have been printed as spare parts should any become missing or damaged.

[3.3.1] HOW TO READ THE MARKERS

The Hunted counter mix provides markers to track the status of your U-Boat and for resolving engagements. These markers may include information, such as die-roll modifiers, to facilitate play. An explanation of each marker type is explained below.

[3.3.2] GAME MARKERS

U-Boat:

The U-Boat marker corresponds to the type you have selected and is placed on the U-Boat Display Mat to track progress of your assigned patrol. Each of the eight U-Boat markers lists its corresponding type and start date.

Officer Rank:
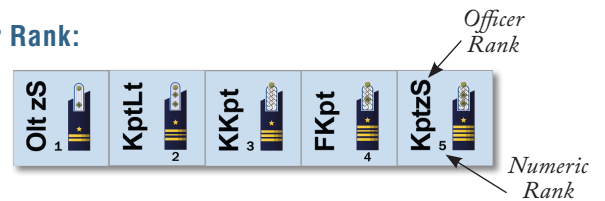
Five numbered Officer Rank markers are provided (from 1, the lowest, to 5, the highest) to track your promotion level as U-Boat Kommandant.

Medal & Rewards:

The Knight's Cross may be bestowed on you based on your career success. You may also win modifications as additions to the Knight's Cross.

Crew Quality:
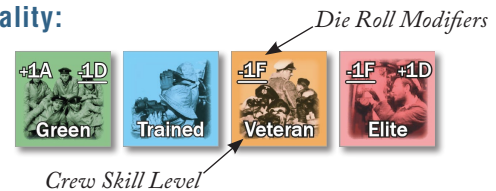
The crew quality corresponds to the experience and performance of your crew. Your crew begins at "Trained" level.

Random Event:

While most Random Events are resolved immediately, some can be used later during play and these markers should be placed on the U-Boat Display Mat until used.

Armaments:
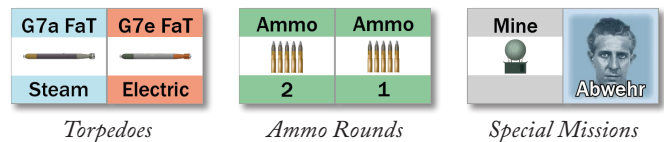
Torpedo markers represent individual torpedoes by type: G7a (Steam) or G7e (Electric). Ammo markers track the number of rounds available for each Deck Gun. Additional markers include Mines and Secret Agent ("Abwehr") for special missions.

Damage:
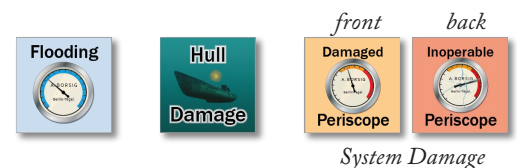
Markers are provided to track Hull Damage, Flooding Level, and any possible damage to Engines and other systems. These

markers are only placed on your U-Boat Display Mat when damage occurs.

> *Note: both named markers for specific systems are provided, as well as generic markers. We recommend you use the named damage markers to better track what system(s) are Damaged or Inoperable (which is helpful should your Display Mat accidentally be disturbed with markers becoming displaced).*

Crew Status:

| Light Wound | Serious Wound | Killed in Action | Specialized Crew Member |

Die Roll Modifier

Crew status markers are provided to track severity of injury or KIA results. Specialized crew members can also rise to "Experte" level (11.1) which provides certain benefits during play.

Combat Mat Markers:

Modifier — *Ship type* — *Name* — *Capital Ship* — *front* — *back* — *Modifier*

Damage Capacity (3 or 4 based on tonnage value)

Markers are provided for the U-Boat Combat Mat [U4] when resolving encounters. These markers include Day/Night, range of engagement, Wolfpack patrols, type of ships targeted, and markers for Escort and Aircraft Quality. Please note that Torpedo and Ammo markers will be expended and moved from your U-Boat Display to the Combat Mat when resolving combat.

MNEMONIC AID FOR MARKERS—To facilitate play, some markers display one or more die-roll modifiers to serve as a reminder. The key below describes each modifier type. These modifiers are listed on the associated charts and tables.
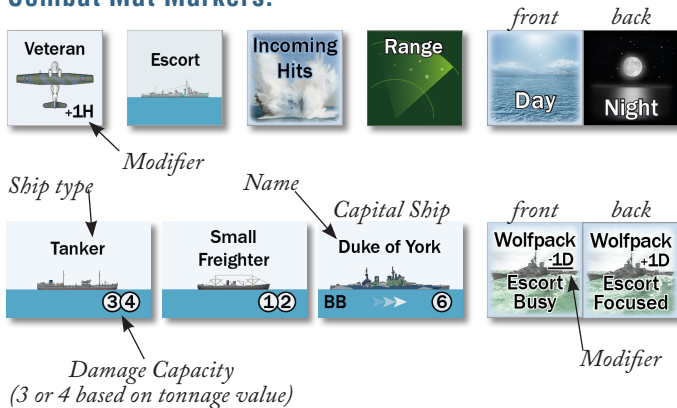
DRM	Description
A	**Attack**: modifier when conducting U-Boat Torpedo/Deck Gun Fire [U1]
D	**Detection**: modifier for Escort Detection [E2]; *or* **Dive**: modifier to avoid Aircraft Encounter [A1]
F	**Flak Attack**: modifier for Flak Attack vs. Aircraft [A2]
H	**Hit**: extra Hit scored when resolving Escort/Air Attack [E3]
R	**Repairs**: modifier when rolling for Repairs [E3]

[3.4] CHARTS AND TABLES

Five 2-sided Player Aid Cards are provided to facilitate game play and resolve game functions. The use of these charts and displays are explained in the appropriate rules section. Specific charts and tables are referenced by their ID in [square brackets].

When a die roll is called for, each table specifies the die roll combination necessary, which in some cases may include each die representing a different place value. In such instances, use a colored die to distinguish place values. For example, for a roll of "1d10+1d10," the first d10 represents the tens' place value and the second d10 the ones' place value. Treat a result of "00" as "100," not "0."

[3.5] THE PATROL LOG SHEET

The Patrol Log Sheet is used to record for each game session your U-Boat type, ID, and Kommandant (Kmdt) name, along with individual patrol assignments, damaged or sunk ships, and length of refit following each patrol. Feel free to photocopy these sheets as needed.

[3.6] GAME SCALE

Each Travel Box on the U-Boat Display Mat represents four to six days on patrol. Generic crew boxes represent several crewmen of the approximately 50 total onboard. Select markers represent individual ships, aircraft, specific crew members, individual torpedoes, and ammo rounds.

[3.7] PARTS INVENTORY

A complete game of *The Hunted* includes the following components:

- Two full-color counter sheets (174 x ½-inch counters and 48 x ¾-inch wide counters)
- One Rules Booklet with Designer's Notes
- Five Player Aid Cards, 2-sided
- One Patrol Log Sheet pad, 2-sided
- Seven U-Boat Display Mats, 2-sided
- Three Patrol maps
- Eight Kommandant cards
- One U-Boat Combat Mat
- Three 6-sided, one 20-sided, and two 10-sided dice
- One Game box

If any of these parts are missing or damaged, please contact our licensed publisher:

GMT Games LLC, PO Box 1308, Hanford, CA 93232, USA

Phone: 800-523-6111 (US and Canada), or 559-583-1236

FAX: 559-582-7775

E-Mail: gmtoffice@gmtgames.com

[4.0] GAME SETUP

GENERAL RULE

Game setup consists of selecting your U-Boat type, preparing your log sheet, and placing the corresponding Display Mat in front of you for initial marker placement prior to conducting your first patrol. You should also have the U-Boat Combat Mat [U4] set nearby, as it will be referenced when resolving engagements against enemy shipping.

[4.1] U-BOAT MODEL SELECTION

Begin by selecting one of the fourteen U-Boat types that you wish to captain and place the corresponding Display Mat in front of you. Only one U-Boat type should be selected. See 4.2, Start Date, to see what U-Boat types are available at different dates. Earlier start dates allow for more patrols, but later start dates have more advanced U-Boats available. Game play consists of being Kommandant of a single U-Boat rather than simulating control of multiple U-Boats on patrol.

Note: you can start with a more advanced U-Boat model, such as the Type XXI, but it does not become available until April 1945, which means you will not have the early months of the war to rack up easier sinkings.

[4.2] START DATE

[4.2.1] Your first patrol will be in July 1943 unless you choose a Type not available until later in the war, or you are combining *The Hunted* with *The Hunters*, in which case you may start whenever the Type you have chosen became available.

[4.2.2] Available dates are given for the entire war for players who wish to combine *The Hunted* with *The Hunters* and are listed in chronological order for each U-Boat type:

Type	Available Date
VIIB	September 1939
VIIC	October 1940
VIIC Flak	May 1943
VIIC/41	April 1944
VIID	January 1942
IXB	April 1940
IXC	May 1941
IXC/40	September 1942
IXD-2	August 1942
IXD/42	March 1945
XB	May 1942
XII	August 1942
XIV	November 1941
XXI	April 1945

[4.2.3] You may be reassigned or elect to choose a newer model of U-Boat under some circumstances, but typically you will remain and captain the same boat until the end of game or until sunk.

[4.3] PREPARE PATROL LOG SHEET

[4.3.1] Prepare a narrative of your U-Boat career by recording the following information in the header of the Log Sheet:

U-Boat Type: this is the U-Boat type you selected.

ID: this is designated as "U-###."

Kmdt: this is the name you select as Kommandant of the U-Boat.

Note: the ID and Kmdt name have no impact on game play other than building a narrative around your career to enhance your game session or after-action reports. Optional: see 14.4 for Historical Boat IDs.

[4.3.2] The Log Sheet is used to capture information about each patrol assignment, including which target ships may have become damaged or sunk, in helping determine your victory level (5.2).

[4.4] U-BOAT DISPLAY MAT SETUP

[4.4.1] Place in front of you the U-Boat Display Mat that corresponds to the U-Boat type selected *(See example on the facing page)*. You will be referencing this display continuously while conducting patrols to record the status of your boat and crew.

[4.4.2] Place the following markers on your Display Mat:

❶ Place either the Olt zS (Oberleutnant zur See) or KptLt (Kapitänleutnant) marker in the Rank box. This is your starting rank (11.2.2).

❷ Place the Trained Crew Quality marker in the Crew Quality box. This is your starting Crew Quality.

❸ Place your U-Boat marker in the In Port (Refit) box (located in the upper right of the Patrols section).

❹ Place the appropriate Torpedo and Deck Gun Ammo markers in the armaments section of your Display Mat (4.5 and 4.6).

[4.5] TORPEDO LOAD

Commentary: U-Boats normally carried a balanced mix of G7a (Steam) and G7e (Electric) torpedoes. The steams ran a bit faster, and were therefore a bit more accurate. The electrics were slower, and therefore a bit less likely hit at longer ranges, but left no telltale wake of steam bubbles to lead the escorts back to the U-Boat. This made them better for use during the day in order to decrease the possibility of detection by escort.

Additionally, both types of torpedoes could be fitted with "FaT" ladder pattern programming. This gave them a chance to hit a random convoy ship if the initial target was missed. Finally, the G7e "Falke" homing torpedo was available, followed by the improved G7es "Zaunkönig."

PROCEDURE

1. Consult the initial Torpedo Load information in the header section of your Display Mat (beside the Medal & Rewards box).

2. Select a total number of torpedo markers that corresponds with the total torpedo load count.

3. You may now alter the mix of G7a and G7e torpedo markers by up to 4, but may not take extra "Falke" or "Zaunkönig" torpedoes due to limited availability.

Example: Type VIIC carries a total load of 14 torpedoes. Of these, the starting mix by torpedo type before 8/43 is 8x G7e FaT, 4x G7a FaT, and 2x G7e "Falke" (starting in 8/43 the G7es "Zaunkönig" replace the G7e "Falke"). You have the option to adjust this mix of torpedoes, however. Simply select the torpedo type markers you wish to swap out and convert them to the other torpedo type. One could elect, for instance, to swap out 4 G7e markers, in which case the adjusted torpedo mix becomes 8x G7a FaT, 4x G7e FaT, and 2x G7e "Falke" torpedoes.

4. Place the individual torpedo markers in the numbered Forward and Aft Torpedo Tube boxes. Only one torpedo marker may be placed per box.

5. Place the remaining torpedo markers in the Forward and Aft Reloads Boxes. Note the total capacity for the Reloads

Initial setup for Type VIIC U-Boat. Note the Kommandant starting rank (11.2.2) and Crew Experience Level (4.4.2). The initial torpedo load is adhering to the initial torpedo load restriction (4.5.2) for G7e (electric) torpedoes. The Hull and Flooding damage markers are set aside and the Deck Gun Ammo markers have been placed. Finally, the U-Boat marker is positioned in the "In Port" box prior to rolling to determine the first patrol assignment for the game.

Boxes and make sure the number of torpedo markers equals the capacity value.

6. The total number of torpedoes loaded will always equal the boat's capacity. **Exception**: 7.4.2, Minelaying Special Mission.

7. Torpedoes, once loaded and placed on the Display Mat, may never be swapped out or transferred between Forward and Aft positions. Only reloading is possible (4.5.1).

8. Once torpedoes are fired from the Forward/Aft Tubes during combat, the tubes may be reloaded. Forward Torpedo Tubes are reloaded with torpedoes contained in the Forward Reloads Box. Likewise, the Aft Torpedo Tube is reloaded with torpedoes contained in the Aft Reloads Box.

Note: the Forward Reloads Box provides separate boxes by torpedo type for ease of identification.

Reloading can only occur if torpedo markers remain in the corresponding Reload Box. Once the Reload Box for a given section is spent, no reload is possible while out on patrol.

[4.6] AMMO MARKERS

[4.6.1] The Display Mat is used to track the total number of Ammo rounds available for the Deck Gun, up to its stated capacity.

[4.6.2] Initially place sufficient Ammo markers in the Ammo box for the Deck Gun so the point value equals the total Ammo capacity listed.

[4.6.3] Each Ammo marker point value represents one Ammo round for gunnery combat. Up to two Ammo points (or Ammo rounds) can be expended per combat round.

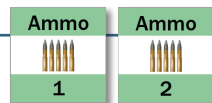[4.6.4] Ammo markers are not used for Flak guns since they have unlimited ammunition supply (for game purposes).

Note: Flak guns do not have an Ammo box associated with them; only the status of the gun is tracked on the Display Mat.

[4.7] BASING

Players will be based at one of five bases throughout the game:

[4.7.1] FRANCE

All starting boats are considered to begin here in July 1943. **Being stationed in France requires the player to roll for encounters in the first and last transit boxes as in the Bay of Biscay (instead of it being a normal transit box)**. The last patrols from France originate in August 1944. Anyone based in France who is out at sea and would return to France in September 1944 or later instead re-bases to Norway.

[4.7.2] NORWAY

Arctic boats are stationed here, and after the liberation of France, most other U-Boats.

[4.7.3] GERMANY

New boats start here (for example, if you upgrade to a new type, or your previous boat was wrecked so badly you had a 5 month refit, etc.). After performing your first patrol assignment, you finish the patrol in France (up until August 1944). After August 1944, you finish your patrol in Norway. If you start a career at a date past August 1944, you start with your new boat in Germany.

[4.7.4] THE MED

Mediterranean Type VIIs are stationed in an Italian base (mainly La Spezia) until September 1944, when the Med ceases to be viable for U-Boat operations due to Allied bombing and Operation Dragoon, the invasion of Southern France. Any players still alive in the Med in September 1944 transfer to Germany and get a new boat after a one month delay. If your previous boat was not sunk, it is considered to have been scuttled.

[4.7.5] PENANG

Penang is the German U-Boat base located in Malaysia on the far end of the Indian Ocean. It is, without question, the most distant major facility of the Third Reich (the term "major" is perhaps arguable.)

U-Boats going to the Indian Ocean may be assigned there, similar to the Arctic, on a 1d6 roll of 1-2.

Torpedo supply was always a huge problem in Penang. Accordingly, any patrol originating from Penang rolls 2d6 and starts with that many fewer torpedoes than their maximum load. Subtract from this penalty the number of torpedoes you return with. For example, if you roll a "9" you would lose 9 torpedoes when refitting, but if you returned for refit with 5 torpedoes, you would actually only be penalized 4 torpedoes. Obviously if you return to Penang for refit with 12 or more torpedoes, there would be no penalty at all (although your commander might have some pointed questions for you about just what you did on your patrol). There are no penalties for deck gun ammo. There is no possibility of U-Boat upgrade or equipment upgrade (*Schnorchel* or *Balkon-Gerät*, for example) while at Penang.

Due to limited supplies and limited dockyard facilities, the standard refit time at Penang is **two months**, not just one month. Any damage incurred would increase this refit time per the normal refit rules.

A U-boat assigned to Penang refits then rolls 1d6 for its next patrol:

Roll	Patrol
1-2	Return to France (Indian Ocean patrol in reverse; if Sept 1944 or later, return to Norway)
3	Return to Norway (Indian Ocean patrol in reverse)
4-5	Patrol Indian Ocean
6	Patrol Australia

The boat will continue this process until returned to a European port.

[4.7.6] Air Raids on Ports
Starting in Jan 1944, during Refit, you must check for air raid damage if assigned to a German, Norwegian, or Med port. Roll 2d6:

Roll	Air Raid Result
2	Boat destroyed in an air raid. Spend one month to transer to a new boat, then repeat procedure.
3	Boat heavily damaged in air raid. Add 2 months to current refit.
4	Boat damaged in an air raid. Add 1 month to current refit.
5-12	No effect

Historical Note: You may wonder why there is no die roll for France. Despite all the hype about the "Tall Boy" bombs, the bunkers in France did a superb job of protection from bombing.

[5.0] HOW TO WIN THE GAME

GENERAL RULE
A full game consists of completing numerous patrols up to and through May 1945. The game may end early if your U-Boat is sunk, or if you as Kommandant are killed in action or taken prisoner after scuttling your U-Boat.

While the results of each patrol may result in promotion and crew advancement (or conversely, a drop in crew quality due to poor performance), the overall victory level is determined at the end of play based on total tonnage of ships sunk.

[5.1] ENDING THE GAME
[5.1.1] The game ends upon completion of your final patrol leading up to or through May 1945—no patrol assignments are conducted after May 1945.

[5.1.2] If it is determined after calculating the Refit Period that your next patrol assignment would commence after May 1945, the game ends.

[5.1.3] The game immediately ends, regardless of date, should you as Kommandant be killed in action or taken prisoner.

[5.1.4] Once the game has ended, you can determine victory.

[5.2] DETERMINING VICTORY
[5.2.1] Consult your log sheet at the end of play and add up the total tonnage of ships sunk during your career.

[5.2.2] Based on the total tonnage of enemy shipping sunk, your victory level and performance as U-Boat Kommandant can be determined below. Number ranges in parentheses are for a combined *Hunters/Hunted* campaign.

DEFEAT—0-9,999 (0-49,000) tons sunk *or* your U-Boat is captured due to unsuccessful scuttle attempt:

> *Note: the moment your U-Boat is captured due to unsuccessful scuttle attempt, this results in an automatic "Defeat," regardless of tonnage amount for ships sunk.*

You are a disgrace to the Kriegsmarine, your family, and yourself. If you have survived, consider a career after the war on land. If your U-Boat was captured, you have delivered a working Enigma code machine and other secrets into Allied hands, possibly sabotaging the entire U-Boat campaign.

DRAW—10,000-19,999 (50,000-99,000) tons sunk:

You have fulfilled your obligations to the nation. Book and movie offers after the war are probably not in the cards, however.

MARGINAL VICTORY—20,000-49,999 (100,000-149,000) tons sunk:

You have enjoyed a modicum of success as a U-Boat commander. Your crew respects your abilities.

SUBSTANTIAL VICTORY—50,000-99,999 (150,000-199,000) tons sunk:

You are one of the Kriegsmarine's top U-Boat elite, and have gained the respect of your peers, your crew, and commanders. You are often mentioned in the nation's papers and are offered command of a Type XXI Electroboot in 1945.

DECISIVE VICTORY—100,000+ (200,000+) tons sunk:

You are the scourge of the seas and the pride of the entire Kriegsmarine. Your legendary exploits place you at the top of the U-Boat elite and are mentioned prominently in propaganda efforts. Your peers are amazed at your bold successes. You hopefully retire peacefully in what's left of Hamburg after the war.

[5.2.3] Should you be killed in action as Kommandant, you still (posthumously) determine your victory level. The same applies if you are taken prisoner.

[6.0] SEQUENCE OF PLAY

GENERAL RULE

The Hunted adheres to a discrete sequence of play for conducting numerous U-Boat patrols. At its most abstract level, the sequence revolves around conducting patrols with a Refit action at the end of each patrol. While there are no discretely numbered "game turns" as with other turn-based systems, game play is broken down into monthly increments of time, as reflected by the Log Sheet. The game begins on the availability date of the U-Boat type selected (first patrol assignment) and patrols are carried out up through 5/45. Each patrol takes at least one month to complete, while the number of months required to complete refit can vary by circumstance (U-Boat damage and/or crew injury).

The following game play outline begins once a U-Boat has been selected and the corresponding Display Mat has all markers placed (4.0, Game Setup).

[6.1] GAME PLAY OUTLINE

1. DETERMINE PATROL ASSIGNMENT

   A. Consult U-Boat Patrol Assignment Table [P1] (7.0) (**Exception** 4.7.5 Penang)

   B. Enter patrol assignment on Log Sheet (on row corresponding to patrol start date)

   C. Place U-Boat Marker on Display Mat beside first Travel Box of assigned patrol

2. CONDUCT PATROL

   A. Check for encounters for Travel Box occupied by consulting Encounter Chart (8.0) [E1]. If no encounter occurs, repeat this step for next Travel Box entered. If encounter is rolled, follow steps below:

      RESOLVE ENCOUNTER

      a. Determine Random Event (if rolled, 12.0), or resolve Air or Ship Encounter (8.0). Engaging enemy ships in combat is always voluntary (8.1.5).

      b. You may perform additional rounds of combat as necessary against unescorted ships (9.4.3) or attempt to "Follow" escorted ships or Convoys (9.7) until the encounter is completed, reloading torpedoes between instances.

      c. Additional rounds of combat may also occur should your U-Boat be detected and undergo repeated depth charge attacks. This cycle repeats automatically until your U-Boat escapes Escort Detection.

      d. Attempt to Repair any Damaged U-Boat systems once all combat rounds are completed (10.8).

   Note: Following is still allowed once you escape detection.

   B. Proceed to next Travel Box and repeat until U-Boat enters and resolves any possible encounter for final Travel Box (7.5). Upon completion, place U-Boat marker in the In Port (Refit) Box.

3. REFIT U-BOAT

   A. Assess U-Boat damage and duration required (10.11) to complete all repairs. If 1/44 or later, also roll for possible Air Raid damage (4.7.6). Record Refit duration on Log Sheet to determine when next patrol will begin.

      Note: if the next patrol start date is after 5/45, the game ends.

   B. Check for Crew Recovery and possible replacement (10.12).

   C. Check for Crew Advancement (11.1).

   D. Check for Kommandant Promotion and/or Knight's Cross Award (11.2 and 11.3).

   E. Check for possible U-Boat Reassignment (11.4).

   F. Replenish and set Torpedo Loads (4.5) and replenish Ammo markers (4.6) in anticipation of next patrol. All damage and crew injury markers should be removed from the U-Boat Display Mat in anticipation of next patrol assignment.

   G. Check for possible Deck Gun Removal (10.11.8).

Game play is conducted per the above sequence and is repeated until the game ends (5.1, Ending the Game), at which time victory can be determined (5.2, Determining Victory). The precise activities performed as outlined above are covered in the appropriate rules sections.

[7.0] CONDUCTING PATROLS

Commentary: patrols are assigned mainly as a function of time, with the patrol zones shifting as the war progresses. The highly lucrative North American patrols begin in January 1942 as part of the historical "Operation Drumbeat." Despite the fact that mostly Type IX boats (with the longer range) were used in North American waters, many Type VIIs were sent as well, although they mainly patrolled near Canada. North American missions presuppose some type of refueling.

GENERAL RULE

You will be assigned numerous patrol assignments as U-Boat Kommandant during the course of your career, with the goal of completing each patrol successfully and surviving the war. Successful patrols may increase your rank or lead to advancement of your crew. Patrols may comprise Special Missions or be altered based on U-Boat type or other restrictions as noted in this section. Each patrol assignment is represented on the U-Boat Display Mat with individually named Patrol Tracks, each consisting of multiple Travel Boxes that the U-Boat will travel through. Patrols are conducted by placing and advancing your U-Boat marker on the Track corresponding to your patrol assignment, and checking for any possible encounters for each Travel Box entered until returning to base.

PROCEDURE

Consult the U-Boat Patrol Assignment Table [P1] and roll 2d6 under the appropriate Date column for when the patrol assignment will commence. The resulting patrol assignment should be written on your Log Sheet in the row corresponding to the start date. Patrols are conducted by placing the U-Boat marker on the corresponding Track for the patrol and checking for possible encounters for each Travel Box entered. Certain exceptions or restrictions may apply when determining the patrol assignment.

[7.1] PATROL ASSIGNMENT PREPARATION

[7.1.1] Enter your patrol assignment on your Log Sheet in the row corresponding to the start date of the patrol.

[7.1.2] Locate the Patrol Assignment in the Patrols section of your Display Mat and place your U-Boat marker beside the first Travel Box (the Transit Box) that will be entered once your patrol begins.

[7.1.3] Confirm the U-Boat Display Mat has all markers properly placed on it (4.0, Game Setup) to begin your patrol assignment.

[7.2] WOLFPACK PATROLS

Commentary: U-Boats often attacked convoys in coordinated groups called Wolfpacks. A U-Boat sighting a convoy would radio its position to the Befehlshaber der Unterseeboote (Commander of U-Boats) who in turn would direct other U-Boats in the area to the position so that the convoy could be attacked with greater effect.

[7.2.1] Some patrols in the Atlantic have a (W) designation. This indicates that the boat is assigned to be part of a Wolfpack operation.

[7.2.2] When engaging a Convoy during a Wolfpack patrol, roll 1d6 to determine the status of the Convoy escorts. On a roll of 1-5, the Convoy escorts are busy with other boats attacking the Convoy, resulting in a favorable -1 die roll modifier when checking for Escort Detection [E2]. Conversely, on a roll of 6, the Convoy escorts are focused in your vicinity, resulting in an unfavorable +1 die roll modifier, increasing the likelihood you may be detected. Place the Busy/Focused marker with the proper side up in the Wolfpack box of the U-Boat Combat Mat [U4].

[7.2.3] This modifier applies for all rounds of combat against the Convoy; do not roll separately for each combat round. You do re-roll if you successfully follow and reengage a convoy (9.7). This modifier does not apply if the U-Boat has an inoperable Radio.

[7.2.4] Only Convoy engagements carry this special modifier. Ignore for all other types of encounters.

[7.3] PATROL RESTRICTIONS

Certain restrictions and special cases may apply for the patrol assignment you will carry out, per the U-Boat Patrol Assignment Table [P1], as noted below.

[7.3.1] TYPE IX RESTRICTIONS

Type IX U-Boats treat "Mediterranean" and "Arctic" results as "West African Coast."

Historical Note: due to their long range, compared to the Type VIIs, this would have been a gross misuse of their capabilities, and they were not sent to those areas.

[7.3.2] TYPE VII RESTRICTIONS

Type VII U-Boats treat "Caribbean," "Brazilian Coast," "Indian Ocean," and "West African Coast" results as "Atlantic." Type VII-Flak U-Boats are not allowed in the Mediterranean (but are allowed in the Caribbean, 11.4.6). Type VIID Minelayers are allowed in these areas (11.4.6). Re-roll to determine their patrol assignment if not allowed.

Historical Note: Type VII U-Boats did not have the range to effectively operate in these areas.

[7.3.3] THE MEDITERRANEAN

The first time you are assigned a patrol in the Mediterranean, treat the first Transit Box as Bay of Biscay. The second Transit Box is rolled on the Add'l Round of Combat/Gibraltar Passage table on the Encounter Chart [E1] (applying the Gibraltar -2

modifier). Subsequent Mediterranean patrols use the normal Transit Box for encounters—ignore reference to Bay of Biscay and Gibraltar. If damage occurs during the Gibraltar Passage (first two Transit Boxes), a player may abort back to France. He may not abort back to France to avoid the Mediterranean unless he has at least one non-repairable box of damage (Hull damage or an Inoperable system) prior to or during Gibraltar Passage. If the player chooses to abort from the first Transit Box while incurring damage, the patrol is automatically considered to have ended. If the player chooses to abort while incurring damage in the second Transit Box, the boat must still travel backwards through the first Travel Box (treat as Bay of Biscay) and check for any possible encounter.

The Med ceases to be a base in September 1944, due to destruction/capture of all U-Boats by air power and invasion of Southern France. No more patrols are allowed; a player who is still alive returns to Germany to get a fresh boat after a 1 month delay.

[7.3.4] Once a U-Boat is assigned to the Mediterranean and completes its patrol (i.e. it did not abort per 7.3.3), it never returns to the Bay of Biscay. All subsequent patrols assignments will be conducted in the Mediterranean (no need to roll on U-Boat Patrol Assignment table). This is due to the difficulties inherent in getting past Gibraltar.

[7.3.5] THE ARCTIC

A U-Boat assigned to the "Arctic" may remain permanently assigned there. Roll 1d6 immediately after receiving this assignment (note that this reminder is placed on the U-Boat Display Mat at the end of the patrol due to space limitations only—you still roll immediately before beginning the patrol). On a roll of 1-3 the U-Boat remains assigned to a northern base and all future patrol assignments will be "Arctic" (no need to roll on U-Boat Patrol Assignment table). This permanent assignment holds even if the U-Boat is forced to abort patrol. On a roll of 4-6, the U-Boat is not permanently assigned to the "Arctic" and it checks for its next patrol assignment normally. There are special rules for determining time of day for engagements in the Arctic (8.4.5).

[7.3.6] NORTH AMERICA AND THE CARIBBEAN

These patrol areas use the same track, but have different Encounters Tables on chart [E1]. Both use the North American ship rosters when rolling to ID targets.

[7.3.7] INDIAN OCEAN

Some boats that are assigned to the "Indian Ocean" may be rebased there. Roll 1d6; the boat is assigned to the Penang base on a roll of 1-2. Only check for Types IXD-2, IXD/42, IXC-40, Type XII, and XXI. Once there, check 4.7.5 for patrol assignments. SPECIAL RULE: The first patrol of a Type IXD-2 is always the Indian Ocean.

[7.4] SPECIAL MISSIONS

There are four types of Special Missions in the game, Abwehr Agent Delivery, Minelaying, Anti-Invasion Patrol, and Replenishment. Abwehr Agent Delivery and Minelaying are designated on the U-Boat Patrol Assignment chart [P1] as "(A)" and "(M)" respectively. Anti-Invasion is listed as "Invasion" for the Patrol type. Replenishment missions are a special function of certain classes of U-Boat and will be discussed later.

[7.4.1] ABWEHR AGENT DELIVERY (A)

To deliver an Abwehr agent to Ireland or North America, the U-Boat must drop off the agent by rolling on the Special Missions Table on the Encounter Chart [E1] when it arrives at the Mission (M) Travel Box. If there is no encounter, the mission is successful. If an Aircraft Encounter occurs, that encounter must be resolved first. If the U-Boat is attacked and survives, it must roll for another possible encounter before being able to drop off the agent. Continue this process until there is no encounter and the agent is dropped off, or the U-Boat is sunk or is forced to surface/abort.

[7.4.2] MINELAYING (M)

This Special Mission is carried out in a similar fashion to the Abwehr Agent Delivery, except the mines must be loaded in all Forward and Aft Torpedo Tubes prior to the patrol starting (**exception**: Type VIID and XB boats have extra launch bays for mines and so do not reduce their torpedo load, 11.4.6). The player must adjust his Display Mat by removing whatever torpedoes had been placed in the Forward and Aft Tubes and substitute them with the Mine markers. He may then adjust the number of G7a and G7e torpedoes in the reloads to balance out the load as desired. Once the mines have been successfully delivered, the Forward and Aft Tubes may be reloaded with torpedoes.

Note: this reduces a Type VII boat's torpedo load by 5, a Type IX boat's torpedo load by 6, and a Type XII by 8.

[7.4.3] ANTI-INVASION PATROL

In the June-July 1944 time frame, many Type VII U-Boats were essentially sent to their deaths when they were assigned to help stop the Allied invasion of France at Normandy. Massive amounts of aircraft flew non-stop patrols to the north and south of the invasion zone. Still, some U-Boat captains actually penetrated this screen and sank shipping. Most, however, were sunk by aircraft, and a few by the extra patrol craft.

If assigned "Invasion" as the patrol zone, the player conducts transit normally, then uses the Atlantic chart to process encounters while on station. However, any "—" result, which would normally be "no encounter," is instead processed as an Aircraft Encounter.

A player is not allowed to abort before rolling for encounters (similar to being assigned to the Med) unless he suffers at least 1 non-repairable damage or 1 seriously wounded crewman.

A player is not required to attack any ships, but if he encounters any type of target and does not attack, roll 1d6 upon return to base: 1-2 = Relieved of command of the boat, game ends. 3-6 = You retain command, but are not eligible for any Knight's Cross (or follow-on awards) for the rest of the game.

[7.4.4] Aircraft Encounters during a Special Mission, when the U-Boat is executing the mission while occupying the Mission (M/A) Travel Box (only), receive a -1 modifier on the Aircraft Encounter Chart [A1] due to the shallow waters the U-Boat is forced to operate in (or in the case of Replenishment, due to the fact that the two U-Boats are connected by hoses).

This modifier does not pertain to the other Travel Boxes while conducting a Special Mission.

[7.4.5] Success or failure of a Special Mission patrol assignment rests solely on whether or not the Special Mission was carried out successfully in the Mission (M/A) Travel Box, regardless of whether or not any ships were sunk during the patrol. This is an **exception** to 7.5.2. Any tonnage sunk still counts towards the total tonnage sunk by the U-Boat for all purposes.

[7.4.6] Random Events (12.0) cannot occur during a Special Mission patrol assignment in the Mission (M/A) Travel Box. They can occur in any other box during the mission.

[7.5] COMPLETING PATROLS

[7.5.1] A patrol assignment concludes once the U-Boat has completed transit, returned to base by entering the last Travel Box on its Patrol Track, and resolved any possible encounters there. Place the U-Boat marker in the In Port (Refit) box to indicate the patrol has ended and the Refit Phase will occur prior to the next patrol assignment being determined.

[7.5.2] The player updates their Log Sheet by totaling the tonnage of enemy shipping sunk, and indicates whether the patrol was a success or failure by placing an "S" or "F" respectively on the log sheet next to the patrol month. A patrol is a success if at least one enemy ship was sunk (**exception**: 7.4.5); otherwise the patrol is a failure. This is done to help keep track of when Crew Advancement may occur (11.1).

[8.0] PATROL ENCOUNTERS

GENERAL RULE
Several types of encounters may arise during a given patrol (involving enemy shipping or aircraft), and the likelihood and nature of an encounter is reflective of the patrol assignment itself. Shipping encounters vary by the number and type of ships you can engage.

PROCEDURE
For each Travel Box entered on the Patrol Track, determine the U-Boat's current defense posture, then consult the Encounter Chart [E1] to determine if an encounter occurs. If no encounter occurs, play immediately proceeds by advancing your U-Boat Marker to the next Travel Box (changing your defensive posture, if desired), and checking again. When a ship encounter occurs, proceed by following the Encounter Chart to determine the number and type of target ships being engaged, their size and ID, whether they are under escort, and the time of day the encounter will take place. For Aircraft Encounters, immediately resolve Aircraft Combat (9.8, Aircraft Encounters).

[8.1] DEFENSIVE POSTURE
[8.1.1] The U-Boat may be in one of two defensive postures when entering a travel box. Each of these postures modifies the outcome of the Encounter Chart [E1] and the Aircraft Encounter Chart [A1].

[8.1.2] SURFACED
Flip your U-Boat marker to the Surfaced side. When Surfaced, the U-Boat gains the benefit of the NAXOS radar detector, which gives a -1 DRM to rolls on the Aircraft Encounter Chart [A1]. The NAXOS was placed up on the bridge during surface running.

[8.1.3] SCHNORCHELING
Flip your U-Boat to the Schnorcheling side.

The Schnorchel device was employed while the boat was just below the surface, in order to recharge batteries with a greatly reduced surface signature. The Schnorchel could still be seen or detected by radar, but it was a much, much smaller signature.

The Schnorchel gives a -2 DRM on the Aircraft Encounter Chart [A1]. In addition, if attacked by an aircraft, you do not suffer the mandatory crew injury from strafing (as there is nobody on deck) but you also do not get to use your flak guns.

[8.1.4] Schnorcheling cannot be chosen in a "Mission" travel box if you are on a mission.

[8.1.5] Schnorcheling cannot be chosen if the U-Boat's hull has been holed by a rocket or 57mm "Tsetse" gun attack.

[8.1.6] Schnorcheling submarines treat all encounter results other than Aircraft, Convoy, and Random Events as "no encounter."

You have no lookouts and very limited vision through the periscope.

[8.1.7] Schnorcheling submarines cannot deploy the Fa-330 kite (8.2.2).

[8.1.8] Type XXI U-Boats (only) may use the NAXOS (8.1.2) while Schnorcheling for a combined -3 DRM on the Aircraft Encounter Chart [A1], and receive all the benefits of the Schnorchel as well.

[8.2] TYPES OF ENCOUNTERS

[8.2.1] Roll once per Travel Box for a possible encounter. If no encounter occurs, nothing happens; advance the U-Boat to the next Travel Box and roll again. **Exception**: some Travel Boxes may contain a "x2" or "x3" indicator, which means you must roll for encounters that many times before advancing to the next Travel Box. Also, one may have to roll for an additional encounter when attempting to carry out a Special Mission (7.4.1, 7.4.2). An Inoperable Diesel engine will also require an extra encounter roll (10.2.1).

[8.2.2] THE FOCKE-ACHGELIS FA-330 KITE

Some boats were equipped with the Fa-330, a rotary kite that was towed behind the boat to extend view range.

You may choose to deploy the kite in the Indian Ocean, Brazilian Coast, Australia, or West African Coast, as long as your defensive posture is not "Schnorcheling" (8.1.7). To do so, flip the Fa-330 counter to the "Deployed" side before rolling for encounters. If you do so, and roll a "5" (no encounter) on Chart [E1], you may roll again. If another "5" occurs, there is no encounter and you move to the next travel box. If you have your kite deployed and an Aircraft Encounter occurs, you must cut the kite loose when you dive, and you lose an officer (for the rest of the patrol). Roll 1d6 if this occurs: 1-2= Doctor lost, 3-4= 2WO lost, 5-6 Unnamed Petty Officer lost.

[8.2.3] The Encounter Chart [E1] specifies the type of engagement that occurs, either against enemy shipping or enemy aircraft. Engagements against shipping vary by number of ships and type (8.3, Determining Ship Size and ID), as well as whether or not an escort exists.

[8.2.4] Convoys always consist of four ships. Capital ship and Convoy encounters always include enemy Escorts. Engagements against individual ships or tankers that do not specify an Escort do not include an Escort. The following engagements do not include Escorts: Ship, Two Ships, and Tanker.

Note: convoys, of course, consisted of more than four ships in most cases. However, for game purposes, these four ships represent the ones in your vicinity that you may target.

[8.2.5] Combat against ships is always voluntary. Players may decide, after identifying the target(s), to avoid combat altogether. If so, simply advance the U-Boat marker to the next Travel Box

(or make the next roll if in a "x2" or "x3" box and you have not yet rolled that many iterations); the encounter has ended and the U-Boat is undetected.

[8.2.6] If an Aircraft Encounter occurs, immediately resolve the combat (9.8, Aircraft Encounters). You may not choose to avoid combat with Aircraft.

[8.2.7] Encounters are ignored when a Random Event is triggered (12.0, Random Events).

[8.3] DETERMINE SHIP SIZE AND ID

[8.3.1] Consult the Encounter Chart [E1] and roll 1d6 for each target ship to determine its general size. Use the Determine Ship Size Table at the bottom. For convoys, roll 4d6 to determine the size of the four target ships closest to your attack position. It is possible to roll a "Tanker" target in the Caribbean and in North America; skip the size determination die roll and roll directly on the Tanker list.

[8.3.2] To determine each ship's exact size and identity, roll on the appropriate Target Ship Roster to determine the ID and corresponding tonnage size for each target ship. Target rosters are provided for the following ship types and sizes:

- Small Freighter Target Roster [T1]
- Large Freighter Target Roster [T2]
- Tanker Target Roster [T3]
- Sub Target List [T4]
- Capital Ship Target Roster [T5]

Note: all Capital ship targets automatically confer the Ritterkreutz award (Knight's Cross) to the U-Boat Kommandant if sunk; therefore, they are quite lucrative targets! Capital ship escorts were normally quite heavy, and accordingly receive a +1 on the Escort Detection Chart [E2] against you. Also, not all of them are 5 damage points. Several of the larger battleships require 6 points of damage to sink. Additionally, like escorts, some are "Fast Targets," meaning they are harder to hit due to their high speed, and you receive a +1 DRM when shooting torpedoes at them.

[8.3.3] For North America patrol assignments only, consult the North America Target Roster [T4] to determine the target ship(s) encountered.

[8.3.4] Record the tonnage of each ship on your Log Sheet, as it will count when determining level of victory. Optionally, you may record the target ship name as well for game replay narrative purposes only.

Historical Note: all ships identified on the target roster were actually sunk during the war.

[8.3.5] As you identify type and size of ship targets, select the corresponding Target Ship marker that will be placed on the U-Boat Combat Mat to resolve combat. The circled number(s) on the ship markers indicates the amount of damage required to sink the ship (based on the tonnage value of the ship). Generic markers are provided for small and large freighters and tankers. Each of the 20 Capital ships is represented by its own unique marker.

Note: there are 3 small tankers on the target list that are 5000 tons or less. Unlike the vast majority of tankers, they only require 2 hit points to sink based on their tonnage.

[8.3.6] Once ships have been identified, players may decline to attack. If so, the encounter is over and the U-Boat is undetected. Move your U-Boat to the next Travel Box (or make the next roll if in a "x2" or "x3" box and you have not yet rolled that many iterations).

Note: why decline to attack? Maybe you are low on torpedoes, and want to wait for a bigger target. Maybe you were hoping for an unescorted target because you only have ammunition for your Deck Gun and no torpedoes, or your U-Boat is damaged. You may decline to attack for any reason.

[8.4] DAY AND NIGHT ENGAGEMENTS

[8.4.1] For each engagement, consult the Encounter Chart [E1] and roll 1d6 to determine the time of day (Day or Night) for the encounter. The time of day can have an impact on torpedo attacks and detection, and Night Surface Attacks can only be conducted at Night, obviously.
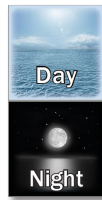
[8.4.2] Once all ships have been identified (8.3, Determine Ship Size and ID), the player may attempt to switch from Day to Night at the risk of losing contact (**exception**: undamaged Capital ships may not be changed from Day to Night). Consult the Encounter Chart [E1] to attempt changing to Night (there is never any reason to change to Day). You run the risk of losing contact with the target (on a roll of 5 or 6), in which case the encounter immediately ends. Balkon-Gerät equipped boats (all Type XXI and some Type IX, see 10.11.9) are successful on a 1-5 and lose the contact on a 6.

[8.4.3] Once the time of day is determined, place the Day/Night marker on the U-Boat Combat Mat with the appropriate side face up.

[8.4.4] When Following target ships that are already damaged, no roll is necessary; the Kommandant may choose Day or Night (9.7.5).

[8.4.5] ARCTIC PATROLS

Due to the northern latitudes, Day/Night is determined differently based upon the month of the patrol. Roll 1d6:

	Jan-Mar	Apr-May	Jun	Jul-Sep	Oct-Nov	Dec
Day:	1-2	1-4	1-6	1-4	1-2	-
Night:	3-6	5-6	-	5-6	3-6	1-6

[9.0] COMBAT

GENERAL RULE

Combat takes place during a patrol assignment when an encounter occurs, or as called upon by a Random Event. Your objective as U-Boat Kommandant is to target and sink as much enemy shipping as possible, while withstanding any possible escort depth charge attack or aircraft attack. Combat against enemy ships is voluntary, and may consist of several combat rounds, including the possibility to Follow a ship or Convoy with the hope of engaging it again. If Escorts are involved, enemy detection followed by depth charge attack may occur. A player may opt to withdraw from an engagement following the first round of combat. Note, however, that a U-Boat may have to withstand numerous rounds of escort depth charge attack until it is able to successfully escape detection to end an encounter. Aircraft attacks are resolved separately from shipping engagements (9.8, Aircraft Encounters).

PROCEDURE

The U-Boat Combat Mat [U4] is used to resolve attacks against enemy ships (9.2). Once all targets have been identified and placed on the Combat Mat, and the time of day has been determined, the U-Boat Kommandant must decide how to conduct the attack (or whether or not to attack at all). Choose between submerged or surface attack (including Night Surface Attack), as well as the range to engage the enemy targets. The existence of escorts can have a direct bearing on the aspect of the attack chosen, as this will determine if or when Escort Detection will occur.

Place Torpedo and/or surface gunnery Ammo markers from the U-Boat Display Mat into the Torpedo or Gun Attack box on the Combat Mat corresponding to the target selected. Resolve U-Boat attacks using the U-Boat Torpedo/Deck Gun Fire Chart [U1] and resolve any Hits by checking for any possible torpedo duds on the Torpedo Dud Chart [U2]. Apply all modifiers as necessary. Roll once for each Hit scored on the Attack Damage Chart [U3] to determine the amount of damage, if any, the ship target must absorb. Damaged ships should be noted by placing a check mark on the log sheet to track them, and sunk ships should have their tonnage value on the log sheet circled to record the sinking. Under certain circumstances, the U-Boat may initiate another combat round or attempt to follow the enemy ship or Convoy. Note, however, that initiating another round of combat against an unescorted target involves rolling on the Add'l Round of Combat table of the Encounter Chart [E1], which runs the risk of escorts or aircraft arriving on the scene.

When escorts are involved, consult the Escort Detection Chart [E2]. If detected, the U-Boat undergoes an immediate depth charge attack by consulting the Escort/Air Attack Chart [E3] to determine if any Hits occur. Apply all modifiers as applicable. U-Boats may attempt to slip away from detection by declaring they are Exceeding Test Depth, but take Hull damage as a result. For each Hit scored on the U-Boat, which is recorded using the Incoming Hits marker on the Combat Mat [U4], consult the U-Boat Damage Chart [E4] to determine the nature of damage caused by each Hit. The result of damage inflicted is explained on the U-Boats Damage and Repair Chart [E5]. Be sure to place or adjust the appropriate Damage markers on the U-Boat Display Mat as damage occurs. The U-Boat must then try to withstand continued depth charge attacks by returning to the Escort Detection Chart [E2]. This process is repeated until the U-Boat either escapes detection, is destroyed, or is forced to the surface.

[9.1] U-BOAT COMBAT MAT
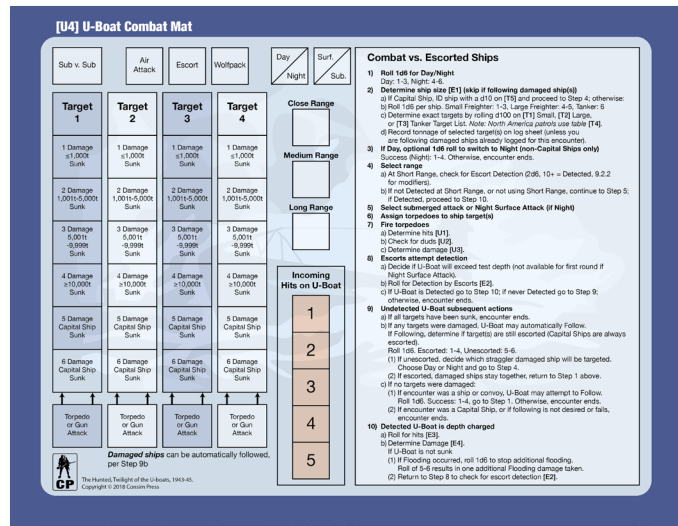
[9.1.1] Place all target ship markers on the U-Boat Combat Mat [U4]. There are four numbered columns, one for each target ship (four is the maximum number of targets possible in an encounter) that includes a number of boxes representing the amount of damage a ship can absorb. Some target columns will be ignored if you have less than four target ships involved in the engagement. The size and total tonnage(t) of the ship determines which box the ship marker should initially occupy, based on the amount of damage it can absorb before being sunk.

> *Example: a large freighter of 7,600t would be placed in the 3 Damage box. A large freighter with 10,000t or more would be placed in the 4 Damage box. The large freighter marker itself displays a circled 3 and 4 indicating the total damage it can absorb prior to being sunk (based on its associated tonnage value).*

[9.1.2] Not all ship markers must be targeted for attack. You are simply placing all ships that are eligible targets for

torpedo and/or surface gunnery fire. You may decide just to fire on one target ship, even if up to four ships are present, or no ships at all. If you decide not to attack, the encounter immediately ends, and the U-Boat is not detected.

[9.1.3] Place the Day/Night marker on the U-Boat Combat Mat [U4], with the appropriate side up indicating the current time of day for the engagement.

[9.1.4] Place the Range marker in the appropriate box that corresponds to the range the U-Boat will use to engage the enemy ships.

[9.1.5] Place the Escort marker in the Escort box located above the four numbered target columns if escorts are present. This marker may also reflect Variable Escort Quality (14.6) when using this optional rule. If no escorts are present, the Escort box will be empty.

[9.1.6] The Air Attack box, located above the four numbered target columns, is for optional use only (14.7, Variable Aircraft Quality).

[9.1.7] The Wolfpack box is only used for Wolfpack Patrols against a Convoy target (7.2, Wolfpack Patrols). Roll to determine the status of the Convoy escorts (7.2.2) and place the appropriate Wolfpack Escort marker (Busy or Focused status side up) in the Wolfpack box. This modifier will apply for all Escort Detection [E2] attempts throughout the engagement.

[9.1.8] Place the Incoming Hits marker alongside the Incoming Hits on U-Boat Track, for possible use if the U-Boats comes under attack.

[9.2] CONDUCTING SHIP COMBAT

[9.2.1] Decide if the U-Boat will be firing Forward or Aft torpedoes. Using both in the same round will make you easier to detect (+1 modifier on the Escort Detection Chart, 9.6) and may only be done via Night Surface Attack (9.5) or against unescorted targets. You may fire from as many or few tubes as you desire; you are not required to fire all torpedoes form the Fore or Aft tubes. Place torpedoes in the Torpedo or Gun Attack box on the Combat Mat that corresponds to the ship you are targeting. All torpedoes must be placed on the Combat Mat before rolling to see if the first torpedo hits. You may allocate your torpedoes any way you wish, including firing them all at one target.

[9.2.2] If firing at Close Range against ships with escort, roll on the Escort Detection Chart [E2] (9.6) *prior to* firing torpedoes. If at Medium or Long Range, you always fire your torpedo salvo prior to checking for Escort Detection.

U-Boats attempting to go to Close Range are detected on a modified 2d6 roll of 7 or higher. *Only* the Knight's Cross with Oakleaves modifier (-1) applies to this detection roll. If the Kommandant is SW or KIA the Knight's Cross with Oakleaves

modifier cannot be applied. If the boat is undetected, it may continue with its attack. If detected, however, it cannot attack, and undergoes an immediate depth-charging as if it had been detected normally. The detection/depth-charge process continues normally at that point.

If you are detected at Close Range, return the torpedoes to your U-Boat Display Mat, as they will not be fired or expended during this engagement (you must now escape detection from the Escort with no chance remaining to engage the enemy targets).

If not detected initially at Close Range, you must check again for Escort Detection after firing torpedoes, where all normal modifiers apply, including +1 for Close Range.

Note: this is the calculated risk and double jeopardy of conducting an attack at Close Range against enemy ships under escort. You have to roll for Escort Detection twice (one before torpedo fire and again after torpedo fire), and once you are detected, you can never engage the enemy. Your sole focus becomes one of survival at which point you can decide if you are going to attempt to follow to re-engage.

[9.2.3] Roll for each torpedo fired on the U-Boat Torpedo/Deck Gun Fire Chart [U1] to determine if any Hits are scored. Note the probability of scoring a Hit increases based on shorter range to the target ship. Certain modifiers may also apply; these are listed on the Chart.

[9.2.4] FAT TORPEDO ATTACKS

A new type of guidance system for torpedoes became available in December 1942. Known as the "Federapparat Torpedo" or "FaT," it was a guidance system that kicked in after a set distance and made the torpedo travel in a "ladder" search pattern, somewhat resembling a flattened "S" shape. Against a convoy, if the U-boat missed the original target, it had a better chance to still hit a random ship. When attached to a G7a, it was called the "FaT I" and when attached to the G7e, it was known as the "FaT II."

If a FaT-equipped torpedo misses a convoy target (only) the player rolls again. On a 2d6 roll of 2-3 (no modifiers) the FaT pattern has worked and the torpedo hits a new, random target. Determine the target as in 8.3.

[9.2.5] HOMING TORPEDO ATTACKS

The 3 types of homing torpedo (G7e "Falke" and the G7es "Zaunkonig"/"Zaunkonig II" have minimum "to hit" numbers of 5,6, and 7 respectively. They may have a higher number than that (for example, if fired at close range) but regardless of modifiers due to range or other factors, the hit number will always be at least that minimum.

[9.2.6] Consult the Torpedo Dud Chart [U2] and roll for each torpedo that scored a Hit. The probability of a dud is a reflection of torpedo type and date.

Historical Note: By this stage of the war, most of the dud problems had been corrected.

[9.2.7] For any of your torpedoes that Hit [U1] and that are not Duds [U2], you now roll for damage on the Attack Damage Chart [U3]. The number of damage points scored is denoted by adjusting the position of the target ship upward on the Combat Mat. Any amount of damage that is insufficient to sink the target is considered to have "damaged" the target ship (important for Following purposes, 9.7.6). When sufficient damage has been incurred that is equal to or greater than the total amount of damage a ship can take, the ship is sunk.

*Combat Mat Setup Example—Your U-Boat is engaging a convoy (note the Escort marker present at top) at **Night** at **Medium Range**. Ship targets **#1** and **#3 only** are being targeted with a torpedo salvo of **two G7a FaT (steam) torpedoes** each. The tonnage value for the Large Freighter is at least 10,000t and the Tanker is less than 10,000t based on the space each occupies on the numbered Target track.*

Note: the Attack Damage Chart [U3] (as well as the Combat Display Mat [U4]) lists the total damage points required to sink each ship type.

Example: following our Combat Mat setup on the previous page, if the Large Freighter (Target #1) takes 3 damage points, it is moved up from the 4 Damage space to the 1 Damage space, indicating that it will be sunk if 1 more Damage Point is taken. If the Tanker (Target #3) takes 3 Damage Points, it is moved all the way up to the Target 3 space and considered sunk (no damage points remain that it can absorb).

[9.2.8] Record a ship being sunk by circling its tonnage value on the log sheet. Denote a damaged but still floating ship by placing a check mark next to it on the log sheet.

[9.2.9] A single round of combat typically involves U-Boat fire followed by an Escort Detection attempt (9.6, Escort Detection/ Depth Charge Cycle) if any Escorts are present (**exception**: U-Boats detected at Close Range can not fire at enemy ships, 9.2.2), per the Combat vs. Escorted Ships outline on the U-Boat Combat Mat [U4]. If Escort Detection is successful, combat rounds will continue with repeated Escort Detection attempts and depth charge attacks (or Special Attacks) until the U-Boat can escape detection or is sunk/forced to surface. The U-Boat Kommandant may also initiate an additional round of combat if engaging unescorted ships (9.4, Unescorted Ship Targets).

Historical Note: players may wonder why they cannot attack the escorts. Mainly, this was extremely ahistorical in the Atlantic (in contrast to the Pacific, where the American subs routinely attacked Japanese destroyers and other escorts). In the Atlantic, every torpedo that was not aimed at a merchant or tanker was essentially a wasted torpedo, as the Germans knew they could not directly beat the British and American navies. Exception was made for capital ships, due to the huge propaganda windfall resulting from such a sinking. Attacks against destroyers and other escorts, however, were seen as extremely dangerous (as they were) and a waste of precious resources, and accordingly it is not part of the game, even though it did occur on a few very rare occasions, mainly in the Norway campaign.

[9.2.10] At the end of an encounter you may reload your torpedoes tubes if any reloads are available (procedure in 4.5). Reloading also occurs prior to an Add'l Round of Combat (9.4.3) or before trying to Follow a ship or convoy (9.7).

[9.3] SURFACE GUNNERY AND AMMO

[9.3.1] U-Boats conducting surface attacks against unescorted ships (only) are eligible to use their Deck Gun in conjunction with or in lieu of torpedo salvo fire. Deck gunnery fire is never permitted when escorts are present.

[9.3.2] The U-Boat Display Mat lists the total ammo capacity for the Deck Gun. Each Ammo marker is represented with a

"1" or "2," indicating the number of ammo points or rounds that the marker represents. Up to two points of Ammo can be fired per combat round, and each point of ammo can be directed at a different target.

Note: each one point of Ammo represents approximately 25 actual rounds.

[9.3.3] Firing a Deck Gun is similar to resolving torpedo fire, except that there is no need to consult the Torpedo Dud Chart (the shells are never duds). To conduct Deck Gun fire, roll on the U-Boat Torpedo/Deck Gun Fire Chart [U1]; any Hits scored are rolled for on the Attack Damage Chart [U3] to determine the amount of damage inflicted on the target ship.

[9.3.4] Flak guns are not used for surface gunnery fire against enemy ships. They are reserved for fire against enemy aircraft only (9.8, Aircraft Encounters).

[9.4] UNESCORTED SHIP TARGETS

[9.4.1] An encounter result of "Ship," "Two Ships," or "Tanker" means the target ship(s) are not escorted. They are effectively sitting ducks.

[9.4.2] Due to lack of escort, there is no Escort Detection conducted for the combat round. In effect, the U-Boat has a free shot and can fire at Close Range without running the risk of being detected before being able to fire. Follow the procedure in 9.2, Conducting Ship Combat, for the first round of combat, but do not roll for Escort Detection.

Note: typically in such cases, the U-Boat Kommandant may opt for a surface attack at Close Range in order to fire his Deck Gun (up to two points of Ammo) in lieu of, or in addition to, any torpedo salvo attack.

You may fire one weapon type (Forward Torpedo, Aft Torpedo, or Deck Gun) and see the result before firing the next type. But you must commit the number of Forward Torpedoes/Aft Torpedoes/amount of Deck Gun Ammo before firing each type of weapon. You may fire the weapons in any order. When firing torpedoes, you use the -1 bonus as in 9.5.1 as you are using the UZO. Also, firing from both ends of the U-Boat does *not* incur the +1 penalty in 9.5.2 (you are not rushed).

Example: you come across a large tanker (13,000 tons) and decide to fire 3 Forward Torpedoes (you are low on ammunition). You only score 2 damage, not enough to sink the target. So you decide to fire your Aft Torpedo, scoring only 1 more point of damage. You then decide to use the Deck Gun, and commit 2 points of Ammo. The first point hits, sinking the tanker, but you still must expend the second Deck Gun Ammo point.

[9.4.3] ADDITIONAL ROUND OF COMBAT

If, for whatever reason, an *unescorted* target was not sunk during the initial round of combat, the player may choose to initiate an additional round of combat. To do so, reload (if you have reloads available, 4.5.1) any torpedo tubes, and roll on the Add'l Round of Combat table on the Encounter Chart [E1]. If the result is "Escort," the target ship(s) are now considered to be under escort and Escort Detection is *resolved immediately*, regardless of what range the U-Boat is to the target. If the U-Boat avoids this detection, it still must check for Escort Detection again for the new combat round, per the standard ship combat rules (9.2.2). If the result is "Aircraft," the U-Boat must abort the attack, dive immediately and resolve the Aircraft Encounter (9.8). If no "Escort" or "Aircraft" is encountered, the U-Boat has another round to attack the unescorted target without fear of Escort Detection or reprisal.

[9.4.4] There is no limit to the number of Additional Rounds of Combat the U-Boat may pursue against unescorted targets. However, once escorts appear as a result of the Encounter die roll, no additional round of combat can be attempted following the round they appear (instead, refer to 9.7, Following Escorted Ship or Convoy).

[9.4.5] Additional rounds of combat are only permissible against unescorted ship targets.

[9.4.6] If the U-Boat is engaging an unescorted target and an Escort appears as a result of rolling for an Additional Round of Combat, the U-Boat is automatically considered submerged (**exceptions**: 9.8.8.4 and 9.8.8.5, Hull Holed). No range modifiers apply. If an Escort appears and the U-Boat cannot submerge due to the hull being holed, then the U-Boat must attempt to scuttle as in 10.10.2.

> *Note: U-Boats may never be on the surface during the day when Escorts are present. They have effectively spotted the approaching Escort from a distance and have since submerged (if they can).*

[9.4.7] You may have up to two additional rounds of combat **in the same travel box**. If you require (or desire) a third additional round of combat, you must first advance to the next Travel Box and then continue. The same applies for each subsequent Travel Box (only 3 rounds of combat total **per box**) although such an occurrence would be extremely rare. You cannot initiate an additional round of combat if that would require you to advance into a Transit Box, as you need to head to port at that time due to fuel limits.

[9.4.8] If four consecutive Escort/Aircraft Encounters occur as a result of you opting for an Additional Round of Combat, and you have been submerged after the first round (not fighting on the surface), then your U-Boat has been "hunted to exhaustion;" low on batteries and air, you must surface and attempt to scuttle (use the same procedure as 10.10.2).

[9.5] NIGHT SURFACE ATTACK

[9.5.1] If the encounter is at night, the player can conduct a Night Surface Attack. Although this allows for slightly better torpedo calculations due to the use of the UZO (UbootZielOptik or U-Boat target optical sight), starting in 1941 the likelihood of Escort Detection increases, reflecting the increasing Allied availability of surface radar. During the first round only, a Night Surface Attack also suffers from a negative modifier on the Escort/Air Attack Chart [E3], and the U-Boat cannot attempt to Exceed Test Depth (9.6.4) as the boat is essentially still too close to the surface.

[9.5.2] U-Boats conducting a Night Surface Attack may fire an immediate second salvo from the other end of the U-Boat as part of their initial firing action. However, there is a negative modifier when rolling to hit on the U-Boat Torpedo/Deck Gun Fire Chart [U1] (for the second salvo only), while also increasing the likelihood of being detected if escorts are present [E2]. To conduct this second salvo, place available torpedoes (from the load section opposite the ones just fired; for example, if you fired Forward Torpedoes, you may fire the second salvo from the Aft Tube) onto the U-Boat Combat Mat and resolve this attack immediately. Resolve the torpedo attack normally (9.2.3) but with a +1 to hit. You must commit to this action before firing any torpedoes (i.e., you cannot wait to see the results of the first salvo before deciding to fire the second; note that this is different from an attack on an unescorted ship, where you can wait to see the results).

> *Note: Kommandants who are Knight's Cross holders disregard the firing penalty for firing a second salvo.*

[9.6] ESCORT DETECTION / DEPTH CHARGE CYCLE

The Escort Detection/Depth Charge Cycle consists of an attempt by the Escorts to detect your U-Boat. If successful, the Escorts will Depth Charge your ship. They then go to the beginning of this cycle and must attempt to Detect your U-Boat again. Each loop through this Cycle constitutes a **single round of combat**. The Cycle ends with the U-Boat escaping the escorts, ending the Escorts' combat round and the encounter, or the U-Boat sunk/forced to surface, ending the game.

[9.6.1] U-Boats engaging enemy ships under escort must roll for Escort Detection [E2]. This roll occurs prior to conducting fire from Close Range and again after firing (if the U-Boat was not detected before firing). For Medium and Long range, the U-Boat may fire first and must then roll for Escort Detection.

[9.6.2] If a U-Boat wishes to conduct an additional round of combat against unescorted targets, a roll on the Add'l Round of Combat table of the Encounter Chart [E1] is required. On a roll of 3 or less, an Escort will arrive. This means an Escort has not only shown up on the scene, but the U-Boat must *immediately* undergo Escort Detection [E2]. If the U-Boat is undetected for

this check, the U-Boat must check again for Escort Detection during the same combat round, per 9.6.1, after firing. Hence, the escorts get two detection attempts for the round, just as if it were an attack at Close Range.

[9.6.3] All modifiers are cumulative for both Escort Detection attempts and for Escort/Air Attack. The Night Surface Attack modifier is used every round for Escort Detection but only the first round for Escort/Air Attack. The Firing Fore and Aft modifier is only used on the first round of Escort Detection.

[9.6.4] EXCEEDING TEST DEPTH

U-Boats may attempt to slip away from the escorts by declaring they are exceeding test depth—but this is a risky proposition. Prior to conducting the Escort Detection attempt, the player must decide if he is going to attempt to increase his chances to slip away by exceeding test depth and diving deeper than is safe. The U-Boat automatically takes one Hull damage and then rolls 2d6:

- **If the roll is less than** the current number of damaged Hull boxes, the U-Boat implodes and sinks.

- **If the roll is equal to** the current number of damaged Hull boxes, the U-Boat takes one additional Hull damage, and immediately rolls again.

- **If the roll is greater than** the current number of damaged Hull boxes, there is no effect and the Escort detection roll gets the -1 favorable modifier to escape detection (this round only).

[9.6.5] There is no limit to the number of times a U-Boat may attempt to exceed test depth, although it may only be attempted once per combat round, following the procedure above. Each time the U-Boat must absorb at least one Hull damage and roll 2d6 as explained above.

[9.6.6] U-Boats cannot exceed test depth during the first combat round of a Night Surface Attack. They are considered too close to the surface at this time.

Design Note: taking your U-Boat deeper than it was designed to go is obviously suicide if you've already suffered significant hull damage. However, there may be situations when you have little or no hull damage yet, but have suffered leaking fuel tanks, battery damage, etc. In those cases you may wish to consider using this option. Although some players may think they can abuse this by constantly using it, the mandatory one Hull damage means they will always be refitting for at least one extra month per patrol, reducing their time at sea in the long run.

[9.6.7] BOLD DECOY

German U-Boats may attempt to decoy the Allied ASW forces by releasing a BOLD canister. Only one BOLD canister may be used per encounter, however, it may be combined with exceeding test depth. The decision to use BOLD occurs before the escort detection roll is made.

It gives a temporary -1 to the detection roll. If using the optional rule "Variable Escort Quality," BOLD **does not work** against Veteran or Elite Escorts. The decision to use it occurs before Escort Quality is rolled.

Historical Note: Some sources state that BOLD was effective, and some sources state that it was essentially useless. I suspect the truth lies in the skill of the Allied sonar operators; it was probably more or less useful depending on how good they were. Accordingly, I have made them ineffective against Veteran or Elite escorts.

[9.6.8] "ALBERICH" ANTI-SONAR COATING

A handful of Type VIIC and VIIC/41 boats were equipped with "Alberich," a synthetic rubber coating glued onto the hull, that reduced sonar effectiveness. Named after a mythical dwarf that could become invisible, it had numerous initial problems, including lack of adhesion after time. By 1944 most of the issues had been solved, but the synthetic rubber was extremely scarce and Alberich, still in testing, was only placed on a handful of new boats.

Starting in 6/44, any upgrade to a new Type VIIC or Type VIIC/41 has a small chance for an Alberich coating. It is present on a 2d6 roll of 12. Alberich reduces the detection roll by -1 at all times, in addition to any other modifiers.

[9.6.9] To check for Escort Detection, add/subtract all the modifiers listed under the Escort Detection Chart [E2] to get a single addition/subtraction Die Roll Modifier (DRM). Roll 2d6 and apply the DRM. On a modified roll of 8 or less, or an unmodified roll of 2, the U-Boat is undetected, and the encounter ends. On a modified roll of 9-11, the U-Boat is detected and will undergo a depth charge attack on the Escort/Air Attack Chart [E3]. If a modified 12 is rolled, the U-Boat will undergo an attack on the Escort/Air Attack Chart [E3] with a DRM of +1 in addition to any other DRMs that apply.

[9.6.10] Once a U-Boat is detected, it undergoes a depth charge attack or possibly a Special Attack by either a Hedgehog or Squid anti-submarine weapon. Roll 1d6. If you roll a 1, then you will be attacked by one of the special weapons; go to the Escort Special Attack Table [E3b] to determine which, and then use Table [E3c] (Hedgehog) or [E3d] (Squid) to determine the number of Hits.

Otherwise, roll on the Escort/Air Attack Chart [E3]. To resolve the attack, add/subtract all the modifiers listed under the Escort/Air Attack Chart. Then roll 2d6. This determines the number of Hits inflicted on the U-Boat, which can be tracked on the U-Boat Combat Mat [U4] using the Incoming Hits marker. On a modified roll of 2-3, the U-Boat suffers no damage, but it still must undergo another Escort Detection attempt. On a modified roll of 13 or more, the U-Boat is immediately sunk and the game ends. See 5.2, Determining Victory, to see how you did. If the modified roll was 4-12, a number of Hits will be inflicted on the U-Boat.

Note: the modifier "KMDT is KC+O+S" means that the Kommandant has been awarded the Knight's Cross with Oakleaves and Swords.

[9.6.11] If any Hits were inflicted, either by depth charges or Special weapons, you must roll a 1d6+1d6 for each Hit. Use dice of two different colors and designate one to be the "tens" digit and the other to be the "ones" digit. This will produce a result between 11 and 66. Roll the two dice once for each Hit inflicted, and find the result on the U-Boat Damage Chart [E4]. Immediately mark any damage with damage markers for each Hit before rolling for the next. If any of the hits affect the Crew, resolve the Hit immediately on the U-Boat Damage and Repair Chart [E5] before resolving the next hit (9.6.12 below for procedure). Hits with "x2" after them count as 2 of that type of Hit (but do not reduce the number of Hit determination die rolls). If any Hit sinks the U-Boat (either immediately or because of accumulated Hull damage) or forces it to the surface (because of accumulated Flooding), the game is over; see 5.2 to determine your level of victory.

[9.6.12] CREW HIT RESOLUTION

If while rolling for damage effect a Crew Hit is the result, go to the U-Boat Damage and Repair Chart [E5]. Roll 2d6 (no modifiers) to determine which crew member is affected. If the affected crew member is already KIA or not present (the Abwehr agent will only be present on that type of mission) then treat as "no effect." Otherwise, roll 1d6 to determine the severity of the wound.

[9.6.13] If the Hull Damage marker reaches the last box, the U-Boat is sunk (the hull has been crushed by damage and water pressure). If the Flooding marker reaches the last box, then the U-Boat is forced to surface and you must attempt to scuttle, per 10.10. In either case, the game is over; see 5.2, Determining Victory.

[9.6.14] Once detected, continue the Cycle by going back to 9.6.3. Note that for the second and all subsequent loops through the Cycle, the Escorts receive a +1 (total, not cumulative per loop) DRM for having previously detected your U-Boat. The Cycle (and the encounter) ends with either the U-Boat escaping through a failed Detection roll by the Escorts (9.6.9), or with the U-Boat sunk or forced to surface (9.6.13), in which case the game is over.

Example: your U-Boat is detected after attacking while submerged at Medium Range. The attack was during the Day, and you used G7a (Steam) torpedoes. So the Escorts will receive a +1 on the Detection Attempt. The Escorts roll an 8, which becomes a 9, and you are detected. If you survive the depth charge attack, the Escorts will receive a +1 for the Day use of G7a torpedoes and a +1 for Previous Detection (and depending on what damage you took, possibly more additions to the die roll) for a total of +2. On the next roll, the Escorts get a 9, which becomes an 11, so you are detected. If you survive, the Escorts are still at +2 (+1 for G7a torpedoes in Day and +1 for Previous

Detection), assuming no other damage. You do not add a second +1 for Previous Detection.

Note: Although the U-boat "sneaks" to close range, by rolling an 8 or less on the Escort Detection Chart [E2], all detection rolls for every subsequent combat round receive the +1 DRM if the boat was detected at close range (the escorts have a much better idea of where you are by detecting you at close range). Close range against escorted targets is extremely dangerous, if not outright suicidal, at this stage of the war. Proceed with caution.

[9.7] FOLLOWING ESCORTED SHIP OR CONVOY

[9.7.1] Generally, once the initial combat round is completed, the encounter ends and the player advances his U-Boat marker to the next Travel Box on the appropriate Patrol Track. However, if a player wishes to continue to engage an escorted ship or Convoy, the U-Boat marker remains in its current Travel Box so the U-Boat can attempt to Follow the ships or Convoy it is presently engaged with. Please note that all rules in this section pertain both to Convoys and Escorted ship results (Ship + Escort, Two Ships + Escort).

[9.7.2] Following is not permitted against unescorted ships. Instead, the U-Boat Kommandant can consider an additional round of combat (9.4.3).

[9.7.3] U-Boats that have been detected, and perhaps even damaged by escorts, can attempt to Follow the ships or Convoy previously engaged once they have escaped detection. Be sure to conduct any U-Boat Repairs (10.8) prior to attempting to Follow.

[9.7.4] Due to their inherent speed, Capital ships and Warships can never be Followed unless damaged. This also means you may not Follow to change Day to Night and is an exception to 8.3.2. Furthermore, a damaged Capital ship/Warship always retains its escort (no need to roll to determine if the escort remains with them, per 9.7.6). In addition, Following Capital ships is not automatic. Roll 1d6. A modified roll of 1 means you have successfully followed the Capital ship. This die roll is modified by -1 for each point of damage on the Capital ship.

Example: a player attacks a Capital ship but only manages to inflict 2 points of damage. He wishes to follow the Capital ship and attack it again. His die roll to follow is –2 for the damage, meaning he follows on a roll of 1–3.

[9.7.5] If Following is successful (see 9.7.6 for procedure), roll to determine time of day (8.4). If Day is rolled, the U-Boat Kommandant may attempt to switch to Night (8.4.2). If the target ships are already damaged, no roll is necessary; the Kommandant may choose Day or Night.

[9.7.6] If any ships have been damaged (noted on the Log Sheet with a check mark next to the target as well as their current position on the U-Boat Combat Mat), ***Following is automatic***. Treat damaged Escorts as any other ship target for the purposes of Following. Roll 1d6. If there is only one damaged ship to Follow (instead of Following the Convoy), on a roll of 1-5 it remains under escort. On a 6, it is now unescorted. When Following more than one damaged ship, on a roll of 1-5, the damaged ships stay together and are still considered under escort; normal combat rules apply (9.2, Conducting Ship Combat). On a 6, any damaged ships become an unescorted "straggler" and separate from one another. In all cases, undamaged ships from the original encounter are no longer present. The U-Boat Kommandant must now decide which damaged ship will be followed and targeted during the next combat round (only one ship can be selected).

> *Note: The change in odds from* **The Hunters** *is due to increased Allied escorts at this stage of the war.*

[9.7.7] When attempting to follow a ship or Convoy, roll 1d6. On a roll of 1-4, the U-Boat has successfully Followed the ship or reengaged the Convoy and must roll to identify the four ships encountered (as if a "Convoy" was rolled on the Encounter Chart [E1])—the assumption here is that the U-Boat is approaching the Convoy from a different perspective, presenting a fresh set of target ships. On a 5-6, the Convoy slips away, and the engagement ends. Type XXI and Balkon-Gerät equipped Type IX U-Boats (10.11.9) only lose a convoy on a 6. Advance the U-Boat marker one Travel Box and continue the patrol. Note if Following a Ship + Escort or Two Ships + Escort you do not re-roll for ID (or Escort Quality if using Optional Rule 14.6).

> *Note: a Convoy in the hand is worth two in the bush, so to speak. It is almost always advantageous to try and follow a Convoy unless you strongly desire some other type of encounter. Since Convoys are automatically escorted, having a highly damaged U-Boat may influence this decision.*

[9.7.8] There are two basic Following options to decide upon when engaging a ship or Convoy. You can choose to either Follow any damaged ships (which is automatic, per 9.7.6), or may instead attempt to disregard any damaged ships and attempt to Follow the Escorted undamaged ship or Convoy instead, per 9.7.7. When choosing to Follow any damaged ship that was part of a Convoy, contact will be lost with the Convoy and it cannot be Followed again. In essence, the engagement is reduced in scope to the damaged targets being Followed in order to finish them off.

> *Note: the implication here is it may be profitable, depending on the situation of the U-Boat, to attempt to Follow the Convoy instead of going for the automatic Following against damaged ships.*

[9.7.9] U-Boats that successfully Follow treat the coming combat as though it were a new encounter, and not a second round of combat, but skipping steps that are inappropriate (for example,

if you followed damaged ships, or one or two undamaged ships + Escort, then you do not ID the targets as you already know what they are). You are not required to use the same tactics as in the previous attack (Range, Night Surface, Forward/Aft, etc.). You may reload your torpedo tubes (providing you have reloads available, see 4.5.1).

[9.7.10] You cannot decline to attack in order to get more chances at having an escort leave a damaged ship. If you do not attack with at least one torpedo after having followed a damaged ship that is still escorted, the encounter ends. Obviously you are not required to attack: if you had hoped the escort left, but he did not, you may decline to attack. But doing so ends the engagement and the damaged ship gets away.

[9.7.11] A Convoy or escorted ship(s) may be Followed up to two times **in the same travel box**. If you require (or desire) a third Follow attempt, you must first advance to the next Travel Box and then continue. The same applies for each subsequent Travel Box (only 3 Follow attempts total **per box**) although such an occurrence would be extremely rare. You cannot Follow if that would require you to advance into a Transit Box, as you need to head to port at that time due to fuel limits.

Summary—There are two basic ways the U-Boat Kommandant can extend an engagement beyond the initial combat round (not counting U-Boats coming under escort depth charge or air attack). The distinction between an *additional round of combat and choosing to Follow a ship or Convoy* is that an *additional round of combat* is only permitted against **unescorted ship targets** — Following is not an option. In the case of engagements involving **escorted ships or convoys**, Following is the **only** option available to extend an engagement.

[9.8] AIRCRAFT ENCOUNTERS

GENERAL RULE
Your U-Boat may become susceptible to an Aircraft Encounter while on patrol. Aircraft Encounters are more likely to occur when conducting a Special Mission, moving through Transit Boxes (especially the Gibraltar Passage or Bay of Biscay), or when rolling on the Additional Round of Combat table. Hopefully you will spot the enemy aircraft in time to successfully crash dive and avoid an aerial attack!

PROCEDURE
When an Aircraft Encounter occurs, begin by consulting the Aircraft Encounter Chart [A1]. The result will indicate whether an air attack occurs (up to two separate air attacks) or not. If no attack occurs, the encounter ends. If the air attack succeeds, the U-Boat consults the Flak Attack vs. Aircraft Chart [A2], with Flak combat results being considered simultaneous with the air attack results. The relative success of the Flak attack will dictate when the engagement may end, while a failed Flak attack could result in additional rounds of combat, including the possible arrival of escorts.

[9.8.1] When an Aircraft Encounter is rolled, the U-Boat will immediately attempt to dive to escape attack (**exception**: 9.8.9). Consult the Aircraft Encounter Chart [A1] and roll 2d6. If a modified 8 or more is rolled, there is no air attack. The aircraft was fortunately seen in time, and the U-Boat was able to successfully crash dive to avoid possible damage, which ends the encounter; the U-Boat does not fire Flak. If a modified 7 or less is rolled, one or possibly even two attacks must be resolved on the Escort/Air Attack Chart [E3], or a Special Attack, similar to Escorts (9.6.10). If you rolled a modified 7 or less, roll 1d6 to determine if this is a Special Attack. If you roll a 1, the Aircraft is armed with a Special Weapon; go to 9.8.8 to resolve. Otherwise, go to 9.8.2 and resolve normally. If the Encounter was rolled when attempting an additional round of combat vs. an unescorted target, the target escapes, even if the Aircraft is unable to attack. The Aircraft has driven off the U-Boat.

[9.8.2] Should an aircraft be able to carry out an attack, resolve the combat by applying a +2 modifier on the Escort/Air Attack Chart [E3] (no other modifiers apply). Each Hit scored on the U-Boat requires rolling a 1d6+1d6 on the U-Boat Damage Chart to determine the type of U-Boat damage incurred. Furthermore, one U-Boat Crew Injury occurs automatically, in addition to any other damage incurred (in effect, treat as if there was a free die roll on the U-Boat Damage Chart which resulted in a "Crew Injury").

[9.8.3] The U-Boat fires its Flak guns against the enemy aircraft (only if the Flak gun(s) are operational, see 9.8.4), and this fire resolution is considered simultaneous with the air attack resolution. In effect, it is possible for a U-Boat to shoot down an aircraft that sinks it, as happened several times historically. Consult the Flak Attack vs. Aircraft Chart [A2] to determine the result:

- If the aircraft is "Shot Down," any possible second air attack (if a modified 1 or less was rolled on the Aircraft Encounter chart) no longer occurs. Ignore the second air attack and the engagement ends.

- If the aircraft is "Damaged," any second attack still occurs. However, the encounter ends following the second air attack.

- If the Flak fire result is a "Miss," the enemy aircraft shadows the U-Boat after completing its own attack. In effect, the engagement continues by consulting the Add'l Round of Combat table on the Encounter Chart [E1]. This may result in either an escort arriving, which then rolls for detection on the Escort Detection Chart [E2], or a new aircraft arriving on the scene. When rolling for detection, escorts do receive the Previous Detection +1 modifier. New aircraft generated by Add'l Round of Combat table go immediately to the Escort/Air Attack Chart [E3] to resolve combat (the U-Boat is automatically detected). The U-Boat may not fire Flak during the second (and any subsequent) round; it is considered submerged by this point.

Note: in effect, an aircraft attack may generate another aircraft attack, so on and so forth, if the player is extremely unlucky with their Add'l Round of Combat dice roll.

[9.8.4] A Flak attack is not permitted if all the U-Boat's Flak guns are damaged and/or inoperable. For game play purposes, the Flak attack is considered a "Miss," which results in an automatic check on the Add'l Round of Combat table if there is no operable Flak gun.

[9.8.5] FLAK MODIFIERS
Type IX boats were equipped with two Flak guns; if both are operational, it receives a -1 to hit modifier. If one has been knocked out, it fires with no modifier. Additionally, an "Experte" 2WO gives you another -1 to hit modifier when firing Flak, as that was his responsibility. Obviously, if any type of U-Boat has all Flak guns inoperable, it cannot shoot at aircraft. Deck guns cannot fire at aircraft (the 8.8cm deck gun on the Type VII boats was not the same as the Luftwaffe 88mm Flak gun). For the purposes of the game, Flak ammunition is in unlimited supply and is never depleted as may occur with torpedoes or deck gun ammo during the course of a given patrol.

[9.8.6] GIBRALTAR PASSAGE AND BAY OF BISCAY
It is worth noting the unfavorable die roll modifiers when checking for Encounters [E1] for these named locations, including when rolling on the Additional Round of Combat table. Patrols later in the game (1942, 1943) also increase the likelihood that an Aircraft Encounter may occur.

[9.8.7] Only the Type VIIC Flak U-Boat fires Flak after the first aircraft combat. All other U-Boat types dive after the initial aircraft attack and so do not fire again (**exceptions**: 9.8.8.4 and 9.8.9). For the special capabilities of Type VIIC Flak U-Boat against enemy aircraft, see 11.4.7.

[9.8.8] RESOLVING SPECIAL ATTACKS
There are three types of Special Attacks possible by Aircraft: FIDO homing torpedoes, "Tsetse" 57mm cannons, and 3" rockets. Determine which by rolling 1d6 and consulting chart [E3a], Aircraft Special Attack.

[9.8.8.1] FIDO homing torpedoes—These attacks to do not cause an automatic Crew Injury as a normal strafing/bombing attack does. Roll 1d6 and consult the FIDO Homing Torpedo Chart [E3e]. Then if the FIDO torpedo hits, it will either sink the U-Boat outright or do 7 Hits (roll as normal for damage on the U-Boat Damage Chart [E4]).

[9.8.8.2] "Tsetse" 57 mm cannons—Your U-Boat is attacked in a strafing run with a 57mm cannon in addition to the normal strafing guns (so automatic Crew Injury still applies). Hits are determined normally; however, if any Hull Hits are inflicted, the Hull Damage marker is flipped to its "Hull Holed" side and

the hull has been breached. The U-Boat is no longer capable of submersing for the rest of the patrol.

Obviously the U-Boat may also be sunk outright, but if it survives with a Hull Hit, it presents serious issues for survival. Additionally, if the Aircraft is not damaged or shot down by the U-Boat's Flak, and a Hull Hit occurs, the Aircraft will have time to reload the 57mm cannon out of range, and will re-attack since the U-Boat cannot submerge. The Aircraft may reload twice in this manner, for a total of 3 attacks, assuming the U-Boat fails to damage or shoot it down.

If a "2 Aircraft Attacks" result is rolled for and then a "Tsetse" Special Attack rolled for, the Tsetse Aircraft gets to attack twice, even if damaged during the initial attack (either the pilot is extremely determined, or the aircraft damage was not perceived as very severe). If, after the second attack of a "2 Aircraft Attacks" result, the aircraft is still not damaged, and one of the first two attacks caused a Hull Hit, then it may reload and attack a third time, which is the maximum for a Tsetse-equipped Aircraft.

[9.8.8.3] 3" Rockets—In addition to the normal strafing run (so there will be an automatic Crew Injury), the Aircraft attacks with 8 x 3" rockets, which, like the 57mm cannons, can penetrate the U-Boat's hull. Hits are determined normally; however, if any Hull Hits are inflicted, the Hull Damage marker is flipped to its "Hull Holed" side and the hull has been breached. The U-Boat is no longer capable of submersing for the rest of the patrol. However, unlike the 57mm cannon, the Aircraft cannot reload; if there is a second pass (because the "2 Aircraft Attacks" result was rolled) then the second attack is conducted normally.

[9.8.8.4] If there is a second or third round of attacks, and the U-Boat cannot submerge, or chooses to stay on the surface (9.8.9), and the Flak guns are manned, an automatic Crew Injury occurs. If operable, the U-Boat does still get to fire its Flak Guns in the second and third rounds if forced to remain on the surface. Note that if the Flak guns are inoperable, then the crew will go below, and no automatic Crew Injury can occur. A Crew Injury can still be rolled on the Damage Chart, however.

[9.8.8.5] If the U-Boat escapes sinking with the Hull Holed, it must abort the patrol and attempt to return to base.

[9.8.9] "FIGHT BACK WITH FLAK" DIRECTIVE

Starting in May 1943, and continuing through July 1943, U-Boat Control directed U-Boats to move out in groups in the Bay of Biscay, stay surfaced, and fight aircraft with Flak. This poorly thought-out strategy did result in some aircraft shot down and damaged, but with losses to the U-Boats as well. Some Kommandants ignored it and dived immediately anyway. It was rescinded at the start of August.

In an Aircraft Encounter, after the first aircraft attack, players whose hulls have not been breached (9.8.8.2 and 9.8.8.3) *may* remain on the surface to attack an aircraft a second time with Flak (but, since Flak is simultaneous, must suffer a second aircraft attack roll). During this period in the Bay of Biscay, U-Boats are considered to be in a group heading out; therefore, Flak fire receives a -1 bonus (due to additional Flak from the other boat or boats). Additionally, there is a chance that the Aircraft attacks one of the other U-Boats (1d6 roll: 1-3 you are attacked, 4-6 a different notional boat). In a game involving *The Hunted* only, this essentially only applies to transit out from the Bay of Biscay in July 1943.

[9.9] SUBMARINE ENCOUNTERS

GENERAL RULE

Your U-Boat may encounter an Allied submarine in the course of its patrol. These will be encountered via Random Events (12.0). This happened more frequently in the second half of the war. Enemy submarines will be encountered alone, but their attack may be the first indication that they are there (and now you know how the ships on the target lists feel).

PROCEDURE

When you roll a 6 (Submarine Encounter) for a Random Event, begin by determining the enemy submarine attacking you. Next, determine if the enemy submarine attacks first. If you survive the attack, or you attack first, determine if you will attack or not. If you are allowed to attack first and choose not to attack, the encounter will end. Otherwise, you attack, and if the enemy submarine survives, it will attempt to fire back.

If both submarines survive to this point, you have the option of continuing the battle or breaking off. If you continue, there is a chance that enemy reinforcements (aircraft and/or escorts) may arrive.

[9.9.1] To determine which enemy submarine you have encountered, roll on the proper table below:

Roll 1d10	Non-Australian Patrols Submarine Encountered
1	HMS *Salmon* 600t
2	HMS *Cachalot* 1800t
3	HMS *Truculent* 1100t
4	HMS *Sickle* 600t
5	HMS *Sahib* 600t
6	HMS *Unbeaten* 500t
7	HMS *Tapir* 1100t
8	HMS *Saracen* 600t
9	HMS *Venturer* 500t
10	HMS *Tuna* 1100t

| Roll 1d6	Australian Patrols Submarine Encountered
1	USS *Besugo* 1600t
2	USS *Flounder* 1500t
3	HNMS *Zwaardvisch* 1100t
4	HMS *Trespasser* 1100t
5	HMS *Tantalus* 1100t
6	HMS *Tally-ho* 1100t

[9.9.2] The enemy submarine might attack first. Roll 1d10 for initiative. On a roll of "1-5" this has occurred and you are detected—skip directly to the portion of 9.9.5 in which the enemy submarine fires two torpedoes at your submarine. This is from medium range. After this "surprise attack" by the enemy sub, the player, if he survives, gets to fire back. The range will be medium. Alternately, the Italian submarine may choose to disengage instead of firing back and the encounter is over.

[9.9.3] If you win the initiative roll on a "6-0" above, the player may either disengage and the encounter ends, or he may attack. To attack an enemy submarine, the player goes through the normal procedure of deciding to attack from medium/long, or risks a detection roll by going to close range. You may not attack enemy submarines with your deck gun. Notice an enemy sub is harder to hit, as it receives the "+1" warship modifier when you try to hit it with torpedoes. If you are detected while attempting to get to close range, the enemy sub attacks you first instead from close range. If this happens and you survive, you may then fire back, or again, disengage and the encounters ends.

[9.9.4] If the player sinks the enemy sub in the first round of combat, the encounter ends with no further action required. Only ONE point of damage is required, so any non-dud hit sinks the sub.

[9.9.5] If the player misses the enemy sub, it attacks back. It fires two torpedoes at the player's sub, hitting on a 2-5 at close, 2-4 at medium, or 2-3 at long range (2d6). Enemy submarines have duds on a roll of "1." Any non-dud torpedo hit by an enemy sub will sink a player's sub. At this point, assuming the enemy sub has not sunk the player's sub, the player has the option of rolling for initiative again, or to disengage. If he disengages the encounter is ended and he moves to the next travel box. If he opts for another initiative roll, the entire procedure repeats.

[9.10] ATTACKING ESCORTS
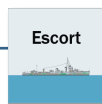
GENERAL RULE
Unlike the earlier half of the Atlantic war, combat against escorts (or just warships in general) happened with more regularity in the second half, due to a shift in command directives and the advent of the G7es homing torpedo. To represent this, players *are* allowed (but not required) to attack an escort that is with the target ship(s).

PROCEDURE
To attack an escort, add a generic Escort target (2000 tons) to the target list. This ship can now be added to the other available ship targets and is attacked normally per the attack rules. *(Although there is more than one escort, just like there are more than 4 cargo ships in a convoy, it is assumed there will only be one in your "window of opportunity" to attack when you start.)* Escorts are significantly faster than cargo ships, and smaller, and get an automatic +2 drm to torpedo hit rolls against them.

If the Escort is sunk/damaged, detection rolls for the rest of the combat are made at -1 (and of course you receive credit for that escort's tonnage if sunk). If the Escort survives your salvo unharmed, detection rolls are made at +1 for the rest of the combat. If you are using optional Escort Quality rules, you do not re-roll quality. If only damaged, the Escort may still be attacked at a later time.

> *Designer's Note: Although this seems like a really good deal, players should realize that they are spending (probably) several torpedoes on a ship that has extremely small tonnage, and that several torpedoes might not even hit it, given it has a built-in +2 to hit, being a small, fast warship. Think twice before gratuitously attacking escorts. It might be better to just deal with the potential depth-charging, since if you don't sink or damage the escort, the escorts counterattack you with an extra +1 to the detection roll.*

[10.0] U-BOAT DAMAGE

GENERAL RULE
When a U-Boat comes under attack, damage may result. The U-Boat Display Mat is used to track damage to specific systems or injury/KIA results to your crew. Damage markers (both generic Damage markers and specifically named Damage markers identified by system type) are provided to track the status of all systems, whether they become damaged or are made Inoperable. Injury and KIA markers are likewise provided to track status of your U-Boat Crew, including specific crew members. Repairs can be attempted on damaged systems once all combat rounds have been completed, typically at the end of an engagement but before any Following attempt (9.7) is rolled (**exception**: additional flooding is checked for at the end of each individual combat round of an engagement).

The impact of U-Boat non-lethal damage to specific named systems or crew members is comprehensively listed on the U-Boat Damage and Repair Chart [E5]. Further explanation of damage results on specific systems and crew are covered below.

PROCEDURE
When U-Boat Damage incurs as a result of rolling 2d6 on the Escort/Air Attack Chart [E3], record the number of Hits scored by placing the Incoming Hits marker on the appropriate

numbered space of the Incoming Hits on U-Boat Track on the U-Boat Combat Mat. For each Hit scored, roll 1d6+1d6 on the U-Boat Damage Chart [E4] to determine the type of damage incurred. Immediately place the appropriate Damage marker on your U-Boat Display Mat that corresponds to the type of damage incurred. For example, you can place a generic Damage marker onto the named space on your U-Boat Display Mat corresponding to the type of damage taken. When "Crew Injury" is the result, immediately consult the Crew Injury Table on the U-Boat Damage and Repair Chart [E5] to determine the crewman affected. If **not submerged**, roll to determine the extent of the injury, including possible KIA result. Place the corresponding Light Wound (LW), Severe Wound (SW), or Killed in Action (KIA) marker on the corresponding Crew space on your U-Boat Display Mat. All wounds suffered as a result of Escort Attacks **while submerged** are automatically Light Wounds (LW). However, they still accumulate, and can eventually lead to SW.

Damage results apply *immediately* (even before Repairs can be attempted, per 10.8) and can have a negative impact on your U-Boat while it is actively engaged in combat during a given encounter. Consult the U-Boat Damage and Repair Chart [E5] to determine the negative impact, if any, for a damaged system for the remainder of your engagement.

> *Example*: *damaged Dive Planes or your Kommandant becoming severely wounded results in an immediate negative modifier for Escort Detection [E2], making it more difficult for your U-Boat to escape detection and withstand further depth charge attacks during the current encounter.*

[10.1] FLOODING
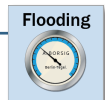
[10.1.1] For the first Flooding Hit scored, place the Flooding marker in the first space on the Flooding Damage Track on your U-Boat Display Mat. For each additional Flooding Hit taken, advance the Flooding marker one space to the right on the Flooding Damage Track.

[10.1.2] When the Flooding marker enters the final space of your Flooding Damage Track, the crew must blow ballast, immediately surface, and attempt to scuttle the U-Boat (10.10). This action is taken immediately; ignore any remaining Hits that have not yet been resolved.

[10.1.3] ADDITIONAL FLOODING

Following any combat round in which the U-Boat sustained at least one Flooding damage result, the U-Boat must check for additional flooding damage. Roll 1d6 with a 5-6 resulting in additional flooding; immediately advance the Flooding marker one space on your Flooding Track. On a roll of 4 or less, no additional flooding occurs. Note that if your LI (Engineer) is rated "Experte," you receive a –1 favorable die roll modifier. If your LI is KIA or SW, all additional flooding die rolls receive an unfavorable +1 modifier.

[10.2] ENGINES

> *Commentary*: *electric motors are used while the U-Boat is submerged; diesel engines are for surface running.*

If one Diesel engine becomes Inoperative, the U-Boat must abort the patrol (10.9, Patrol Abort) and roll twice when checking for possible encounters (10.9.3) for each Travel Box entered as it heads home. If both Diesel engines are Inoperable, the boat is towed home if within one Travel Box of its base (the final Travel Box on the Patrol Track). Otherwise, the U-Boat must be immediately scuttled (10.10.4).

[10.3] HULL

[10.3.1] For the first Hull Hit inflicted, place the Hull Damage marker in the first space on the Hull Damage Track on your U-Boat Display Mat. For each additional Hull Hit taken, advance the Hull Damage marker one space to the right on the Hull Damage Track.

[10.3.2] Hull damage is non-repairable at sea. When the Hull Damage marker enters the final space of the Hull Damage Track, the U-Boat is sunk with a loss of all crew.

[10.3.3] The amount of Hull damage will impact the length of Refit for the U-Boat (10.11).

[10.3.4] Each time the U-Boat attempts to escape detection by Exceeding Test Depth (9.6.4), the U-Boat must automatically incur one Hull Hit; advance the Hull Damage marker one space on the Hull Damage Track. In addition, note the 2d6 roll, which could result in additional Hull damage when the U-Boat Exceeds Test Depth.

[10.4] FUEL TANKS

[10.4.1] Damaged Fuel Tanks result in negative modifiers for Escort Detection and Escort/Air Attacks.

[10.4.2] If Repair of Fuel Tanks fails, the U-Boat must abort its patrol (10.9).

[10.5] BATTERIES

Having damaged batteries results in a negative die roll modifier on the Escort/Air Attack Chart [E3]. As an exception, the Type XXI does not receive a "-1" modifier on chart [E3] until *all 3* batteries are damaged (it wasn't called the "Electroboot" for nothing). With the Type XXI, the batteries are not numbered like engines, but successive battery hits on U-Boat Damage Chart [E4] damages an undamaged battery until all 3 are damaged.

[10.6] CREW INJURY

Commentary: the U-Boat crews consisted of roughly 50 men, plus or minus based on the type of boat. For game purposes, 5 individual designated crewmen (plus possible Abwehr Agent) are individually tracked, along with 4 generic Crew boxes representing the remaining crew onboard.

[10.6.1] When a Crew Injury results on the U-Boat Damage Chart [E4], immediately consult the Crew Injury Table of the U-Boat Damage and Repair Chart [E5a] and roll 2d6 to determine the affected crew member. All wounds suffered as a result of Escort Attacks **while submerged** are automatically Light Wounds (LW). However, they still accumulate, and can eventually lead to SW. If the U-Boat is on the surface, roll 1d6 to determine the severity of the wound. The three possible results for severity are Light Wound (LW), Serious Wound (SW), and Killed in Action (KIA).

[10.6.2] If the U-Boat Kommandant is Killed in Action (KIA), the game immediately ends. Proceed to check your Victory Level (5.2).

[10.6.3] If the result is SW or KIA, the affected crewman cannot perform his duties, with the following effects:

KOMMANDANT: if the Kommandant becomes SW, the 1st Watch Officer (1WO) takes over the boat (resulting in a negative modifier for Torpedo/Deck Gun Fire [U1] and Escort Detection [E2], per chart modifiers).

1WO: no effect, unless he was in charge. If so, the 2nd Watch Officer (2WO) takes over the U-Boat (resulting in a negative modifier for Torpedo/Deck Gun Fire [U1] and Escort Detection [E2], per chart modifiers).

2WO: no effect, unless he was in charge. In that case, the LI takes over the U-Boat and the U-Boat must immediately abort patrol and return to base (10.9, Patrol Abort).

DOCTOR: all SW crewmen may suffer loss of life. Roll 1d6 for each SW crewman when entering a new Travel Box, before checking for possible encounter. A roll of 1-3 is no result, a roll of 4-6 is a KIA result.

Historical Note: usually only Type IX boats carried actual doctors. On most Type VII boats, one crewman was normally given medical training, and this represents that crewman.

If the Doctor is not SW or KIA, then no survival rolls are needed for SW crewmen.

LI (Engineer): all Repair rolls suffer +1 negative modifier, which includes when checking for additional flooding between combat rounds.

CREW: no effect. However, if *all* generic Crew boxes are SW or KIA, then any Aircraft Encounters (9.8) receive a –1 modifier,

which reflects the additional difficulty the U-Boat has in operating shorthanded. Unwounded generic crewmen must absorb wounds before additional wounds can be applied to previously wounded crew boxes. Any LW crew spaces must absorb second wounds before SW crewmen.

ABWEHR AGENT: if there is no Abwehr Agent on your patrol, because you are not conducting this Special Mission, or you have already dropped the agent off, ignore this result. If, however, you are conducting a Special Mission involving Abwehr Agent Delivery and the agent is seriously wounded or killed *before* he is delivered, the mission is considered a failure, despite any ships you sunk on the patrol.

[10.7] MULTIPLE DAMAGE RESULTS

[10.7.1] Flooding and Hull Damage results are cumulative. Track each damage result by placing or advancing the respective damage marker on the Hull or Flooding Damage Track on the U-Boat Display Mat.

[10.7.2] Crew Damage may also be cumulative (i.e. 2x LW = SW; 2x SW = KIA), per the Crew Injury Table on the U-Boat Damage and Repair Chart [E5a]. However, an LW result has no effect on a crew space that is already SW.

[10.7.3] No other damage results are cumulative. Recurring damage for a system that is already damaged (or is not present, such as the 3.7cm Flak gun on a Type VII boat) is treated as "No Effect." **Exception**: 10.7.1 and 10.7.2.

[10.7.4] A result of "Flak Gun(s)" damages all Flak guns, should the U-Boat carry two or more Flak guns.

[10.8] REPAIRS

GENERAL RULE

Repairs on damaged systems are conducted while out on patrol once all combat rounds have been completed, typically at the end of an engagement but *before* any Following attempt (9.7) is rolled. The results of Repair attempts are reflected on the U-Boat Display Mat, resulting in either the Repair being successful and the Damage marker being removed, or the Repair failing, which results in the system becoming Inoperable for the remainder of the patrol. Inoperable systems are fixed during Refit (10.11).

PROCEDURE

Once all combat rounds are completed, but before rolling for any possible Following attempt (9.7), remove the Flooding marker—all Flooding damage is always pumped out. Then roll 1d6 on the U-Boat Damage and Repair Chart for each system that has become damaged as a result of combat conducted during the current encounter.

[10.8.1] Identify all U-Boat named systems that have become damaged and are currently marked with a Damage marker in

their space on the U-Boat Display Mat. All these systems will now attempt Repair.

[10.8.2] Roll 1d6 under the table corresponding to the system that has become damaged on the U-Boat Damage and Repair Chart to determine if the Repair has been successful.

[10.8.3] "Experte" LI provide a favorable –1 modifier for all repair attempts, so long as the LI is not SW or KIA.

[10.8.4] If the Repair attempt is successful, immediately remove the corresponding Damage marker from the U-Boat Display Mat. The system is now considered to be fully operational.

[10.8.5] If the Repair attempt fails, flip the corresponding Damage marker over to indicate the system is now Inoperable. You may not attempt to Repair an Inoperable system at sea.

[10.8.6] Consult the U-Boat Damage and Repair Chart [E5] to determine the negative impact, if any, of a Damaged system becoming Inoperable for the remainder of your patrol. An Inoperable system may result in the U-Boat having to abort the current patrol.

> *Example: if the Fuel Tanks become Inoperable due to an unsuccessful Repair attempt, the U–Boat must abort its patrol.*

[10.8.7] All Inoperable systems are automatically repaired during Refit once the U-Boat has returned to base and concluded its patrol (10.11, U-Boat Refit).

[10.8.8] The greyed out number in each system box on the U-boat Display Mat is the repair number which must be rolled less than or equal to in order to repair that system.

REMINDER—This bears repeating: damage results apply *immediately* (even before Repairs can be attempted) and can have a negative impact on your U-Boat while it is still actively engaged in combat during a given encounter.

[10.9] PATROL ABORT

[10.9.1] Certain results require your U-Boat to abort patrol as a direct result of a damaged system becoming Inoperable, as specified on the U-Boat Damage and Repair Chart [E5a].

[10.9.2] To abort the patrol, immediately place the U-Boat marker in the nearest Transit Box space, and roll for an encounter normally. Continue moving towards your home base, rolling for encounters in each Transit Box, until you reach the base.

> *Note: the U-Boat can move backwards on the track if the nearest Transit Box is located where it embarked on its patrol assignment.*

[10.9.3] If the U-Boat has one Inoperable Diesel engine, it must roll twice per Travel Box entered for possible encounters.

[10.9.4] U-Boats that are aborting patrol are not allowed to initiate combat, although they may be attacked if detected by ships or aircraft. This includes encounters with unescorted ships—the U-Boat may not initiate combat.

[10.9.5] The Kommandant can always abort a patrol voluntarily. This can be due to whatever reason the player desires, although this is normally due to significant U-Boat damage or lack of torpedoes. Aborting a patrol does not necessarily mean the patrol is a failure. See 7.5.2 and 7.4.5 for success/failure criteria for a mission.

[10.9.6] If an Extended Patrol U-boat Type (10.11.6) aborts *before* the halfway point of its patrol, the patrol is considered to only have taken one month, not two, and a "P" is not placed below the current patrol's month. A Type IX D-2 only writes as many "P" results in the log sheet as makes sense (depending on if it patrolled below ¼, ½, or ¾ of its patrol boxes.) Remember to add any "x2" or "x3" boxes when determining the halfway point.

[10.10] SCUTTLING

[10.10.1] Certain results require the Kommandant to order his crew to scuttle the U-Boat. For example, if the Flooding Damage marker enters the last space on the Flooding Damage Track, the U-Boat must immediately surface so the crew can attempt to scuttle it.

[10.10.2] Scuttle attempts due to flooding are resolved by rolling 2d6. On a roll of 2-11, the scuttle is successful. If the roll is 12, the scuttling fails and the U-Boat is captured. In either case, the crew is captured and become prisoners of war.

[10.10.3] Apply an unfavorable +1 modifier to the scuttle attempt if the Kommandant is SW.

[10.10.4] If both Diesel engines are inoperable, and the U-Boat is more than one Travel Box away from port, the U-Boat is automatically considered to have successfully scuttled. However, roll 2d6 to determine if the crew is successfully
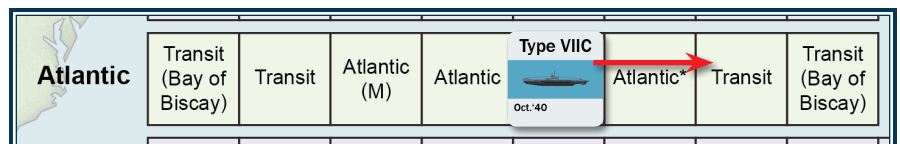
When aborting a patrol, place the U-Boat marker in the nearest Transit Box (10.8.2) and roll for Encounter normally for each Transit Box until returning to either Base. If nearest Transit Box is equidistant in both directions, select either one.
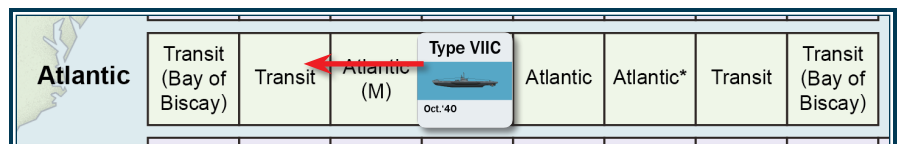
recovered. On a roll of 2-10, the crew is rescued (and the game continues with the Kommandant receiving a U-Boat reassignment). On a roll of 11-12, the crew is lost at sea and the game ends.

[10.10.5] Apply an unfavorable +4 modifier to the crew rescue attempt if the U-Boat radio is Inoperable, and an unfavorable +2 modifier if the U-Boat is in the Indian Ocean (these are cumulative).

[10.11] U-BOAT REFIT

GENERAL RULE
When a patrol is completed, the U-Boat undergoes Refit before going out on its next patrol assignment. Crew recovery from injury is also determined. U-Boats always undergo a minimum Refit period of one month, but the extent of U-Boat damage or injury to the Kommandant can lengthen the number of months required to complete Refit and be eligible to begin the next patrol assignment.

PROCEDURE
The base minimum duration for Refit is one month. Add to this an additional month of Refit if three or more systems are Inoperable. Add to this one additional month for each increment of three (or fraction thereof) of Hull damage sustained. Total the number of months for Refit, and place an "R" next to the month(s) on the Patrol Log Sheet immediately following the completed patrol. The next month beyond the Refit period indicates the start date for the next patrol.

[10.11.1] Every U-Boat automatically spends a minimum of one month to conduct a Refit before it is able to begin its next patrol assignment.

[10.11.2] Any type of damage (excluding Hull damage) that has not been repaired upon return to base is repaired "for free" for up to two systems (two boxes on the U-Boat Display Mat marked Inoperable); that is, the damage is repaired during the mandatory one month Refit. If three or more systems are marked Inoperable at the start of the Refit, one additional month is added for the Refit period. The maximum duration added for Refit, regardless of number of Inoperable systems, is one month only (any number of damaged systems above two adds just one extra month).

[10.11.3] The length of refit can vary based on the level of Hull damage absorbed. For every three spaces of Hull damage (or fraction thereof), one additional month is added to the Refit period. Example: for 5 spaces of Hull damage incurred, the Refit period would be extended by 2 months. If 7 spaces of Hull damage were incurred, the Refit period would be extended by 3 months.

Note: the Hull Damage Track on the U-Boat Display has a darker line dividing the points at which the length of Refit would be extended, along with a note in white text along the track to serve as a reminder.

Example: Type VII U-Boat returns to base with a damaged periscope, fuel tanks, dive planes, and 5 Hull damage boxes. The duration for the Refit period will be four months, calculated as follows: one month (per base minimum, 10.11.1) plus one month for damaged systems since it exceeded two systems (10.11.2), plus two months for Hull damage (10.11.3).

[10.11.4] For each month of Refit required, place an "R" next to the month(s) on the Patrol Log Sheet immediately following the completed patrol. The first month beyond the Refit period indicates the start date for the next patrol.

[10.11.5] If a U-Boat returns and requires 5 months to conduct a Refit, the player automatically receives a new U-Boat of the same type (and latest model), per 11.4.2. If a U-Boat is replaced, any permanent assignment to the Arctic or the Mediterranean is cancelled.

[10.11.6] EXTENDED PATROL LENGTH
Type IX, Type XB, Type XII, Type XIV, Type XXI, and the Type VIID boats always place a "P" in the first month upon return to base (for patrol) before putting any "R" months (for refitting). This is because they had longer patrols. For example, if September was a Type IX patrol to the British Isles, then October would have a "P" written in it (as the boat is still on patrol) and November would have an "R" for refit. The boat would then go back out in December, assuming it suffered no damage. (**Exception**: 10.9.6).

Type XID-2 boats may patrol for up to 4 months. Therefore, write 3 x "P" after the patrol month to indicate this, unless forced to abort.

Type IXD-2

Aug'42

Example: if Type IX U-Boat conducts a British Isles patrol for the month of September, October would have a "P" written in it (reflecting the boat still being out on patrol) and November would be the first month that would have an "R" written to reflect the first month used for Refit. Assuming the U-Boat incurred no damage, it would begin its next patrol in December.

[10.11.7] CREW INJURY RECOVERY
Crew Injury Recovery is performed during Refit; see 10.12 for details.

[10.11.8] DECK GUN REMOVAL
The Germans decided that deck guns were essentially a waste by June 1943, and ordered them removed. However, this happened in stages, with some U-Boats keeping their guns for quite some time.

Before each patrol, roll 1d6. 1-4, deck gun removed, 5-6 deck gun retained.

This step does not apply to patrols heading to the Indian Ocean. *(They retained their deck guns.)*

The Kommandant may influence die roll in *either* direction (your choice) by 1 if a Korvettenkapitän or higher rank.

Continue to roll before each patrol starts until the deck gun is removed. You then may skip this step for the rest of the game. **Exception**: If later chosen to go to the Indian Ocean, the deck gun is assumed to be reinstalled. You then check for removal again on later patrols.

Extra Flak: If removed, the deck gun box on your U-Boat chart is converted to "Extra Flak." Place the Extra Flak counter there. It may be damaged by a "Flak guns hit" result (which takes out all flak guns). While undamaged, it provides an additional -1 modifier to the flak firing die roll. The Extra Flak counter represents any of a myriad of flak configurations that were used in the latter half of the war.

[10.11.9] BALKON-GERÄT IMPROVED HYDROPHONES

Literally "Balcony device," this was an improved model of hydrophones. It was standard on Type XXI U-Boats and was being installed and retrofitted into Type IXs.

Starting in January 1944, any Type IX in refit can receive Balkon-Gerät on a 1d6 roll of 1-2. Any U-boat upgrade to any model of Type IX similarly may start with Balkon-Gerät on a 1d6 roll of 1-3. The Balkon-Gerät gives a better chance of switching Day to Night and Following convoys.

[10.11.10] SCHNORCHEL UPGRADE

New boats from construction arrive with a Schnorchel starting in Feb 1944, but older boats had to get them upgraded as they became available.

Each time you come in to refit, roll 1d6. A roll of 1 allows the Schnorchel to be installed. This roll is modified by -1 for each rank the Kommandant has above OberLeutnant zur See, -1 if he holds the Knight's Cross or above, and -1 for each previous attempt to upgrade.

[10.12] CREW INJURY RECOVERY

GENERAL RULE

Any crewman, either individual crew member or generic crew box, suffering a Serious Wound (SW) will require a period to recover from their injury. Recovery takes place during the U-Boat Refit period, and if any crewman is not able to complete recovery by the time the U-Boat is ready to start its next patrol, that crewman is replaced. The only **exception** is for Kommandant recovery, as you cannot conduct your next patrol until recovered.

PROCEDURE

Roll 1d6 to determine the duration of incapacitation for any SW crewman once you return to base while conducting Refit for the U-Boat. The number rolled is the number of months required for that crewman to recover to be eligible for the next patrol. LW crewmen heal automatically during the first month of Refit. KIA crewman are replaced.

[10.12.1] An "Experte" Doctor provides a favorable –1 modifier to each crew recovery roll (unless the Doctor is SW or KIA), representing lessening of recovery time due to care received while traveling back to base.

[10.12.2] If the recuperation time is longer than the duration necessary to complete refit for the U-Boat, that crewman is replaced (and you lose any special benefits they may have provided).

[10.12.3] If all four generic crewmen are replaced after a single patrol (including KIA generic crew), the U-Boat's crew quality decreases by one level (down to a minimum level of "Trained").

[10.12.4] If the Kommandant is severely wounded (SW) and requires 5 months or more to recuperate, the player is automatically re-assigned to a newer U-Boat, and joined by a completely new crew, which starts at "Trained" level with no special abilities. The Kommandant is assigned the latest model of U-Boat currently available at the time of the next patrol of the same Type as before and will begin his next patrol the month following his recovery.

[11.0] CREW EXPERIENCE, PROMOTIONS, DECORATIONS, NEW U-BOAT ASSIGNMENT

During the Refit phase, you will possibly roll for Crew Experience and Promotions. Also, if you have earned an award, it is received during this phase. You may also be assigned to a new U-Boat.

[11.1] CREW ADVANCEMENT

GENERAL RULE

Crew skill level starts at "Trained" and may increase in skill during the course of the war. The ability to increase experience is tied to the number of successful patrols carried out. For every three successful patrols, the player rolls once during Refit to determine what skill increase (if any) takes effect. These rolls are not cumulative; roll only once each time you earn three successful patrols during the course of your career.
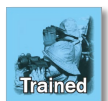
PROCEDURE

For every three successful patrols completed (7.5.2 and 7.4.5) roll 1d6 on the following table:

Roll 1d6	Crew
1	LI "Experte" (all repair rolls receive favorable -1 modifier)
2	Doctor "Experte" (rolls once to reduce LW status successful on 1d6 1-3; also gives -1 to Serious Wound die roll for months of incapacitation)
3	1WO "Experte" (no penalty if he takes command of boat; -1 drm on surface torpedo "to hit" rolls)
4	2WO "Experte" (-1 drm on deck gun and flak "to hit" rolls)
5-6	CREW skill increases one level*

* Crew Skill levels are Green, Trained, Veteran and Elite.

[11.1.1] Place the appropriate marker on the U-Boat Display Mat to record any crew advancement that occurs. Crew quality is tracked atop the U-Boat Display Mat, whereas skills for specific crewmen are noted by placing the corresponding Experte marker in their box.

[11.1.2] Ignore the result if a 1-4 is rolled and that individual crew member already holds "Experte" status.

[11.1.3] The U-Boat crew starts at a training level of "Trained." If a 5 or 6 is rolled, the crew level increases to "Veteran." Veteran crews may increase to "Elite" crews. Veteran and Elite crews can provide favorable die roll modifiers, as noted on the Charts and Tables. Crews may not advance beyond "Elite" status or fall below "Green" status. "Green" crews have negative die roll modifiers.

[11.1.4] If all 4 generic crew boxes receive SW or are KIA during a patrol, the overall Crew skill level decreases one level (but may never fall below "Trained"). If a U-Boat suffers 3 unsuccessful patrols in a row, the crew level decreases by one and can be reduced down to "Green" level.

[11.1.5] At the end of every patrol, roll 1d6 if your 1WO is "Experte." On a roll of 6, he has been given his own U-Boat to command and he must be replaced with a new 1WO (the "Experte" status is removed).

It didn't take long for experienced U-Boat officers to receive their own boat, especially in 1944 and later, as U-Boat commanders became younger and younger.

[11.1.6] If the U-Boat loses the 1WO through promotions or casualty, and the 2WO is rated as "Experte," the 2WO is promoted to 1WO on the U-Boat, and retains his "Experte" status. The U-Boat would effectively have an "Experte" 1WO and a new 2WO.

[11.1.7] Rolling for crew advancement takes place after every three successful patrols, regardless of any losses or changes in your crew (due to injury or being assigned a new U-Boat).

[11.2] KOMMANDANT PROMOTION

Commentary: the captain of the U-Boat is the Kommandant, who may hold various ranks. At higher ranks, the Kommandant has more influence with the U-Boat command, and this has various positive impacts on game play.

[11.2.1] The Kommandant ranks are as follows, and in order of achievement:

Title	Capabilities
Oberleutnant zur See (Olt zS)	The lowest possible starting rank. No special capabilities.
Kapitän-Leutnant (KptLt)	Allows the player to request a specific patrol assignment on a 1d6 roll of 1. If this occurs, the player may voluntarily choose his next patrol assignment from the U-Boat Patrol Assignment Chart [P1], unless permanently assigned to Arctic, the Med, or Indian Ocean.
Korvetten-Kapitän (KKpt)	Same as above but roll of 1-2 is successful. Also shortens Refit period by one month (ignore if original Refit period is only 1-2 months or 5 months). *This represents his greater influence and ability to manipulate the system to get repairs done faster.*
Fregatten-Kapitän (FKpt)	Same as above but roll of 1-3 is successful for requesting specific patrol assignment.
Kapitän zur See (KptzS)	No new abilities incur, but it gives the player a nicer office in Training Command. *This achievement is meant for players who wish to challenge the system by ending the game with the highest rank possible.*

[11.2.2] STARTING RANK

Players in any Type IX U-Boat begin at Kapitänleutnant rank regardless of starting year. Players in a Type VII U-Boat start the game as either at Oberleutnant zur See or Kapitänleutnant rank. Roll 1d6 and consult the chart on the following page to determine the starting rank based on number rolled:

Year	Starting Rank: Roll 1d6	
1939	Kapitänleutnant *(automatic)*	
1940	**1**: Oberleutnant	**2-6**: Kapitänleutnant
1941	**1-2**: Oberleutnant	**3-6**: Kapitänleutnant
1942	**1-3**: Oberleutnant	**4-6**: Kapitänleutnant
1043	**1-4**: Oberleutnant	**5-6**: Kapitänleutnant
1944+	**1-5**: Oberleutnant	**6**: Kapitänleutnant

Place the corresponding Kommandant Rank marker in the Rank space on the U-Boat Display Mat.

Note: the five Kommandant Rank markers are individually numbered 1 through 5 to help designate the level of rank.

[11.2.3] GETTING PROMOTED

Each promotion attempt is made after the 12th month of service during the Refit phase, and every 12 months after that. For example, a player who started in 9/39 would first roll for promotion in 9/40, then again in 9/41 and again in 9/42. **A final promotion roll is made in 4/45 for any players still alive at that point, regardless of when the previous promotion roll was made**.

PROCEDURE

Roll 1d6 for Promotion, with a roll of 1-4 being successful. The following die roll modifiers apply and are cumulative:

DRM	Description
-1	per award of the Knight's Cross (or subsequent award) during the 12-month period
-1	for *every* 6 ships sunk during the 12 month period
+1	each unsuccessful patrol during the 12 month period

Note: the final promotion period (the 4/45 roll) may be significantly shorter than 12 months and may have few, if any, modifiers. Note also that these numbers are different from **The Hunters***; in a combined game, use* **The Hunters** *numbers until patrols starting in 7/43.*

[11.2.4] Failing a promotion roll has no effect. The player remains at his current rank and must wait until the next 12-month period for reconsideration.

[11.3] AWARDS

Historical Commentary: the **Knight's Cross** *was a highly coveted award given to successful U-Boat Kommandants. 125 U-Boat Kommandants received the Knight's Cross, but only 29 received the Oakleaves. An even smaller number (only five) won the Swords, with a mere two Kommandants receiving the Knight's Cross with Oakleaves, Swords, and Diamonds. There are several other awards you may earn as well.*

[11.3.1] To receive the Knight's Cross (KC marker) in 7/43-12/43, you must sink 75,000 tons of shipping or sink one of the Capital ships listed on the Capital Ship Target Roster [T5]. From 1/44 to 6/44, the requirement drops to 50,000 tons. Starting in 7/44, the requirement for the initial Knight's Cross award drops to a mere 25,000 tons.

If a player does not have enough tonnage for a Knight's Cross, but does after the requirement is lowered, he is awarded the Knight's Cross at the completion of a successful patrol. This may be the patrol he is currently on, if the required tonnage is lowered while he is at sea, or on the month he returns from a patrol.

[11.3.2] To receive the **Oakleaves** to the Knight's Cross (KCO marker), the player must have already won the Knight's Cross, and then sink 25,000 additional tons of shipping or sink one of the Capital ships.

[11.3.3] To receive the **Oakleaves and Swords** to the Knight's Cross (KCO&S marker), players must have already won the Oakleaves on their Knight's Cross, and then sink 25,000 additional tons of shipping or sink one of the Capital ships.

[11.3.4] To receive the **Oakleaves, Swords, and Diamonds** to the Knight's Cross (KCOS&D marker), players must have already won the Oakleaves and Swords on their Knight's Cross, and then sink 25,000 additional tons of shipping or sink one of the Capital ships.

[11.3.5] At the end of a patrol in which the Kommandant receives the Knight's Cross (or a follow-up award, such as the Oakleaves, etc.), the player may request a newer model U-Boat (11.4, Reassignment to Newer U-Boat).

[11.3.6] FAVORABLE MODIFIERS

Players receive favorable modifiers for play purposes based on the award they hold.

Knight's Cross (KC)

No +1 die roll penalty to hit when firing a second salvo from the Aft Tube(s) during a Night Surface Attack. In addition, favorable -1 die roll modifier when firing torpedoes on chart [U1].

Oakleaves (KCO)

Same as above. In addition, favorable –1 for Escort Detection [E2].

Oakleaves and Swords (KCO&S)

All abilities above. In addition, Follow- ing attempts (9.7) on ships or Convoys are automatically successful.

Oakleaves and Swords, and Diamonds (KCOS&D)

All abilities above. The Diamonds do not confer any special game abilities (and if not continuing a career from **The Hunters** is probably difficult, if not impossible, to earn) but is present as an additional gauge of performance for the players to achieve.

[11.3.7] You do not ever win more than one Knight's Cross/follow-up award (Oakleaves, Swords, or Diamonds) for a single patrol (in those rare cases you might exceed tonnage *and* sink a Capital ship, or sink two Capital ships, during a particularly successful patrol).

[11.3.8] IRON CROSS 2ND CLASS

This is awarded upon completion of any patrol.

[11.3.9] IRON CROSS 1ST CLASS

This is awarded upon completion of a successful patrol (which may be awarded with the Iron Cross 2nd Class for the same patrol.)

[11.3.10] U-BOAT WAR BADGE

This is awarded after two successful patrols.

[11.3.11] U-BOAT WAR BADGE WITH DIAMONDS

This automatically replaces the U-BOAT WAR BADGE upon the award of Oakleaves to the Knight's Cross.

[11.3.12] GERMAN CROSS IN GOLD

This award was meant to bridge the gap between the Iron Cross, 1st Class, and the Knight's Cross. As such, in game terms, it is awarded after sinking 25,000 tons of shipping. It is possible it may be awarded at the same time as the Knight's Cross at the completion of a particularly successful patrol.

[11.3.13] U-BOAT FRONT CLASP

This was awarded in two grades, Bronze and Silver, although very few crews lived long enough to earn even the Bronze grade.

Starting in June 1944, the Front Clasp in Bronze is awarded after the second successful patrol.

Starting in December 1944, the Front Clasp in Silver is awarded after the 4th successful patrol.

[11.3.14] WOUND BADGE

This award was given in 3 classes: Black, Silver, and Gold. To receive the Wound Badge in Black, you must have been injured during combat. Keep track of a second wound by flipping the Wound Badge in Black to the "2" side. Upon receiving a third wound, the player is awarded the Wound Badge in Silver, placed on the "3" side. Track a 4th wound by flipping the Wound Badge in Silver counter to the "4" side. Finally, upon receiving a 5th wound, the player receives the Wound Badge in Gold. No further tracking is required at that point.
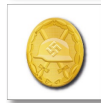
[11.3.15] NARVIK SHIELD

This award is for any Kommandant who participated in the Norway campaign for a patrol in 1940 (successful or not). This award has been included merely for those players continuing a career from **The Hunters***, as it obviously is not possible to earn it during* **The Hunted**.

[11.3.16] SPANISH CROSS IN BRONZE

This award is for 3 months or more service in the Spanish Civil War, which started in 1936. Players cannot earn it in the game. However, since several U-boat kommandants held this award, it is included for historical interest/role-playing.

[11.4] REASSIGNMENT TO A NEWER U-BOAT

GENERAL RULE

Under certain cases, a player may be reassigned to a newer model U-Boat. If so, any permanent assignment to the Arctic, the Mediterranean, or the Indian Ocean is cancelled.

[11.4.1] If the Kommandant is severely wounded (SW) and requires 5 months or more to recover, the player is automatically re-assigned to a newer U-Boat (10.12.4).

[11.4.2] If a U-Boat returns and requires 5 months to conduct a Refit (before taking into account the -1 month possible for rank in 11.2.1), the player automatically receives a new U-Boat of the same Type (and latest model). The Kommandant retains the same crew with any special abilities they may have, and goes out to sea as early as one month after returning to base (the minimum Refit period), or longer if the Kommandant requires time to recuperate from injury. Crew members that require more time to recuperate from injury than the Kommandant are replaced (10.12.3 and 10.12.4).

[11.4.3] At the end of the patrol in which a Kommandant receives the Knight's Cross (or a follow-up award, such as the Oakleaves, etc.), the player may request a newer model U-Boat. A player must have a rank of Kapitänleutnant or higher to be able to request a Type XB, XIV, IXD-2, IXD/42, XII, or XXI for a U-Boat upgrade. Roll 1d6 with a roll of 1-3 being successful. (The player may save and accumulate all these requests for a later month if he wishes, (during a future refit) since a newer model of U-Boat that is desired may not yet be available. Place the New U-Boat marker on your U-Boat Display Mat as a reminder to exercise this option when desired. In such a case, the Kommandant gets to retain his previous crew (unless any require more time to recuperate, per 10.12.2), and goes out to sea in the new boat 1 month after having received it.

[11.4.4] Kommandants are not eligible to switch between the Types of U-Boat. Once commanding a Type VII, he stays with Type VIIs, etc. There is no switching between Type VIIs and Type IXs. For purposes of this rule only, Type XB, XII, and XIV are considered to be equal to Type IXs. Players may wish to disregard this rule, but it applied to the overwhelming majority of cases. A Type XXI may be commanded by a player who has previously commanded either major subtype.
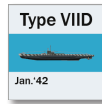
[11.4.5] LIMITED AVAILABILITY BOATS

Several boats had an extremely limited availability. These are the VIID specialized minelayer, the Type IXD/42, the Type XB, the Type XII, the Type XIV, and the VIIC Flak boat. These boats may only be chosen by the player on the additional die roll of a 1-2 (1d6). If the roll does not succeed, the player is given a new boat of the latest standard model. Players may disregard this rule if they wish to experience these other models,

with the understanding they were in reality reasonably rare boats. If they do so, they should start with a rank of Kapitänleutnant.

[11.4.6] TYPE VIID MINELAYER

This U-Boat is essentially a normal Type VII U-Boat with a lengthened hull to accommodate the 15 SMA mines, which were launched from vertical tubes (and so do not diplace any topedoes when on a minelaying mission; this is an exception to 7.4.2). They are allowed to operate in the Caribbean, Brazilian Coast, Indian Ocean, and West African Coast (unlike normal Type VIIs). Type VIID Minelayer U-Boats are always assigned a Minelaying (M) Special Mission (7.4.2) when on patrols to the British Isles and to North America/ Caribbean per their U-Boat Display Mat, which includes a Mission M/A Travel Box (even if not specified on the U-Boat Patrol Assignment Chart [P1]). **Exception**: If assigned a North America (A) Special Mission, then the (A) mission is performed, not an (M) mission.

[11.4.7] TYPE VIIC FLAK

This U-Boat was essentially a normal Type VIIC U-Boat, but due to the extra Flak guns and the ammunition they carried, only had enough room for 5 torpedoes, which started loaded in the torpedo tubes. Several were converted to this model, but it was decided to convert them back due to the operational limitations of having such a small torpedo load.

Flak U-Boats fire and roll twice on the Flak Attack vs. Aircraft Chart [A2], applying the favorable –3 modifier each time. They lose -1 of the modifier for each Flak system they have marked Inoperable. Therefore, a Flak Boat with one Flak system Inoperable rolls twice at -2, and a Flak Boat with two of the 3 systems Inoperable rolls twice with a -1 modifier. Obviously a Flak Boat with all 3 systems Inoperable cannot fire Flak at all. A "2cm Flak" result on the damage table knocks out one of the quad 2cm systems, and the "Flak Gun(s)" result knocks out all three.

Additionally, Flak U-Boats may remain on the surface to fight it out with an attacking aircraft for a second round. The aircraft automatically strafes (causing a Crew Injury) but only attacks with depth charges/bombs a second time on a 1d6 roll of 1-3. After this second round of combat, if the aircraft is still undamaged, it would be considered to be shadowing outside of Flak range, so the Flak U-Boat would roll for an Additional Round of Combat (9.8.3).

The Germans decided Flak boats were a bad idea, and in November 1943 ordered all of them to be converted back to "normal" Type VIIC.

November 1943 is the last month a Type VIIC Flak can sail; starting in December 1943 they sail as Type VIIC.

Design Note: players may wonder why this boat has been included, since it is only historically available for a few months

within the game's timeframe. I thought that players might wish to experiment with this U-Boat by patrolling with it earlier than was historically possible just to experience what it was like. For the most part, the Flak U-Boat experiment was a failure and they were reconverted to normal Type VIIs after a few patrols. Only a handful were converted to Flak U-Boats to begin with.

[11.4.8] TYPE XB

The Type XB U-Boat was a specially-built minelayer. Despite this, it was mainly used as a resupply boat due to the limited number of Type XIV boats.

All patrols except Atlantic patrols in a Type XB are considered also to be "-M" (minelaying) patrols. In addition, every patrol in a Type XB is also a "replenishment" mission, and uses the replenishment rules as listed for the Type XIV (11.4.10).

[11.4.9] TYPE XIV

The Type XIV was a purpose-built replenishment boat. It had NO torpedo tubes, but carried 4 torpedoes to resupply other boats, in addition to spare parts, food, and fuel. It even had a bakery on board to bake fresh bread for the boats it resupplied.

Any patrol zone rolled that is not on the Type XIV card is treated as the "Atlantic" instead.

[11.4.10] REPLENISHMENT MISSIONS

Every Type XB and Type XIV patrol is a replenishment mission, as these type are tankers.

[11.4.10.1] Roll for encounters. Process aircraft contacts normally. Any other contacts except single ship targets are treated as replenishment operations instead. If a single (escorted or not) ship target is the encounter, the Type XB may attack it if desired. The Type XIV ignores it and moves to the next travel box.

[11.4.10.2] For a replenishment operation, roll 1d6, and that many U-Boats will be replenished in that travel box. If you are in your final patrol box and no replenishment operations have yet been rolled, you do not roll in the final box. It is automatically a replenishment operation.

Historical Note: Unlike U-Boats looking for targets, which could go out and have no contacts, the U-tankers always at least had one refueling operation. This rule prevents a Type XIV or XB going out and doing nothing.

[11.4.10.3] Roll once for random damage for each U-Boat you are replenishing on chart [E4]. These are damaged systems on the boats being replenished. Expend spare parts from your cargo to "fix" any of those systems on the other U-Boats, if you have the part (obviously you cannot assist with flooding, hull damage, etc.). You may also use a spare part to fix one of your own systems without a die roll, or after you fail a die roll.

[11.4.10.4] Roll 1d6 for each U-Boat being replenished. Expend 1 or 2 fuel points from your cargo per U-Boat being replenished. (1-3 = 1 fuel, 3-6 = 2 fuel). If you are out of fuel points to transfer, you may transfer some of your **own** fuel. Refuel any U-Boat or boats with up to 2 points, and "expend" a Travel Box by moving one box to the right. If you are in your final Travel Box before the first transit box home, you cannot refuel in this manner.

[11.4.10.5] Score "notional" tonnage (for victory point and Knight's Cross purposes) as follows:

- 1 Ton per U-Boat replenished
- 1 Ton per fuel point transferred
- 1 Ton per spare part transferred
- 1 bonus Tton per Travel Box in which replenishment occurs for at least 1 boat if your Bakery is operational *(Type XIV only)*
- 1 bonus Ton for torpedo transfer. (1 ton per patrol for all torpedoes you have on board. For simplicity's sake they are assumed to go to the first boat you resupply.)

[11.4.10.6] A successful patrol for Type XB and Type XIV boats requires the resupply of at least one U-Boat, even if (in the case of the Type XB) an actual ship was sunk. Note this will almost always occur unless the tanker receives enough damage to cause an abort before any replenishment occurs.

[11.4.10.7] U-tankers were specifically targeted by Enigma decrypts and hunted mercilessly. Additionally, the boats were vulnerable during the fuel and supply transfer, as they were connected via the fuel lines and cruising very slowly on the surface. Therefore, after resupply has occurred, roll on the Additional Round of Combat Chart to see if an air attack occurs. If an Aircraft/Escort is rolled for, roll 1d6, with 1-3 meaning *you* are attacked, and 4-6 meaning the U-Boat being resupplied is attacked. If you are not being attacked, you are considered to dive immediately and escape. If you are being attacked, and fail to crash dive, your flak attack gets an extra -1 (flak from the other boat).

[11.4.11] TYPE XII

This hypothetical boat would have been a reasonably long-ranged boat with the unusual (for most of the war) layout of having six forward tubes and two aft. It never got past the drawing board, being replaced by efforts toward the Type IXC/40 and Type IXD series. Treat it as a Type IX for patrol assignment purposes.

Type XII

Aug. '42

[12.0] RANDOM EVENTS

GENERAL RULE
A Random Event may occur once per patrol, and is triggered when checking for possible Encounters [E1] in a Travel Box. When a Random Event occurs, ignore the Encounter result.

PROCEDURE
When checking for possible encounters on the Encounter Chart [E1] for each Travel Box entered, the first time during a patrol that an unmodified 12 is rolled, a Random Event is triggered. Immediately consult the Random Events Chart [R1] to determine what event occurs. The result of the Random Event is applied immediately.

[12.1] RESOLVING RANDOM EVENTS

[12.1.1] Random Events are resolved immediately the first time an unmodified 12 is rolled when checking for a possible encounter on the Encounter Chart [E1]. When a Random Event occurs, ignore the encounter listed on the Encounter Chart as it no longer applies (even if the Random Event ends up being ignored).

[12.1.2] A Random Event only takes place once per patrol assignment. If a 12 is rolled when checking for a possible encounter again during the same patrol, proceed by carrying out the Encounter listed on the Encounter Chart [E1]. No Random Event occurs.

[12.1.3] The "Superior Torpedoes" and "'Hals and Beinbruch" Random Events are the two events in which you receive markers that can be placed in the Random Events space on your U-Boat Display Mat. These are markers that carry benefits beyond when the Random Event was rolled. Superior Torpedoes benefit you for the current patrol only, while the "Hals and Beinbruch" event can be used either for the current or during a subsequent patrol. Once used, these markers are removed from your U-Boat Display Mat.

[12.1.4] Note that some Random Events cannot occur during certain patrol assignments. Exceptions to which Random Events are ignored are noted on the Random Events Chart [R1].

[12.1.5] If, for any reason, a Random Event cannot take place and you are instructed to ignore it, then a Random Event check can be triggered again the next time an unmodified 12 is rolled when checking for encounters during the same patrol. An individual Random Event can be triggered numerous times, but only one Random Event can occur per patrol assignment.

[12.1.6] Once the Random Event has been resolved (whether it could be carried out or not), you advance your U-Boat marker to the next Travel Box on the Patrol Track to check for the next possible encounter.

[12.1.7] Random Events cannot occur during a Special Mission patrol assignment (7.4) in the Mission (M/A) Travel Box. They can occur in any other box during the mission.

Historical Note: all Random Events are based on research and happenings that transpired during the German U–Boat War—including the Swim Call event, in which a Kommandant lost his life after slipping and hitting his head on the deck. While some of you may cry "foul" for the game ending in this sudden manner (although the odds are extremely low that this will ever happen), consider this paying homage to the "chaos theory in gaming" in which not everything is under your direct control. Remember, stuff happens…

[13.0] MULTI-PLAYER AND TOURNAMENTS

GENERAL RULE

While **The Hunted** is designed as a solitaire gaming experience, additional options for play are provided for both multi-player gaming sessions and organized tournament play (in some cases, more than one copy of the game may be necessary).

[13.1] TWO PLAYER GAME

[13.1.1] Both players should start with the same boat at the same month (for example, both could start in 7/43 with Type IXC/40 U–Boats) and continue until both U–Boats are sunk, or until reaching a pre-agreed upon ending date.

[13.1.2] The players alternate patrols, with one player running his U–Boat and the other player rolling for Escort Detection attacks, damage, and air attacks. If Evasive Maneuvers are used (Optional, 14.8), the current U–Boat player will decide which evasive maneuver to use, while the other player will choose a direction for the escorts before both are revealed.

[13.1.3] The player with the most tonnage sunk wins.

[13.2] TOP TONNAGE TOURNAMENT

All players start at an agreed upon date, with the same U–Boat type, and run patrols until killed or until May 1945. The player with the most tonnage sunk wins (dead or alive).

[13.3] SURVIVAL TOURNAMENT

This uses the same format as the top tonnage tournament, except the player is required to survive to May 1945.

[13.4] MIXED BOAT TOURNAMENT

This uses the same format as any of the above tournaments, except the requirement to have all players use the same boat is lifted, i.e., players are free to choose Type IXs or Type VIIs at their personal whim.

[13.5] WOLFPACK TOURNAMENTS

[13.5.1] The Wolfpack Tournament format is only recommended for a large number of players. Players are divided up into groups of six, which constitutes a Wolfpack, and the group given a unique name. Each Wolfpack is competing against other Wolfpacks for most tonnage, and in addition, individual players are competing for the most tonnage sunk.

[13.5.2] All players start with a Type VIIC in 7/43 and are assigned to the Atlantic. All players treat the first two Transit Boxes normally as if they were playing the game solitaire; there is no combining of U–Boats at this time and players need to navigate through these spaces independently.

[13.5.3] All players treat the first "Atlantic" space on their Patrol Track box as automatically triggering a Convoy encounter (hence, there is no need to roll on the Encounter Chart).

[13.5.4] Instead of applying the usual roll for the Wolfpack modifier, for each round of combat, one player is chosen at random to get the +1 detection modifier while the rest of his Wolfpack receives the -1 detection modifier (roll 1d6 to determine which player gets the unfavorable modifier, low roll losing out).

[13.5.5] The Wolfpack may continue the engagement against the Convoy for three rounds of combat, as Following is considered to be automatic. After this initial Convoy battle, players in each Wolfpack advance their Travel Box by one and roll for encounters. Any players who roll "Convoy" are considered to be close enough together to attack in the initial combat round against the Convoy. Players who roll for encounters and get "no result" may join the Wolfpack attack on the second round of combat. Players who roll a "Ship" or "Capital Ship" encounter may leave the Wolfpack for that Travel Box to prosecute such targets if desired, or may join the Wolfpack on the second round of combat.

[13.5.6] Continue this process until all U–Boats are sunk, aborted, or finish their patrols normally.

[14.0] OPTIONAL RULES

GENERAL RULE

The Hunted includes the following optional rules; any combination can be adopted at the player's choosing.

[14.1] STANDARD TONNAGE AMOUNTS

[14.1.1] If players wish, they may use a standard tonnage amount instead of rolling for ships randomly. This should speed up play by reducing dice rolls, at the expense of some variability and historical interest.

Small Freighter	3,500 tons
Large Freighter	7,000 tons
Tanker	9,000 tons

[14.1.2] Capital ship encounters are still rolled for separately on the Capital Ship Target Roster [T5].

[14.2] REDUCED CONVOY TARGETS

Extensive playtesting has shown that players often choose to ignore the smallest of the 4 ships in a convoy. Therefore, to save time, players need only roll for identifying 3 ship targets instead of 4 when engaging a Convoy.

[14.3] INCREASED HISTORICAL TARGETING

[14.3.1] Players who wish to add more historical flavor to their game at the expense of additional record keeping should log the names of their targets along with the tonnage values on the Patrol Log Sheet.

[14.3.2] If any ships sunk appear later due to an identical Target Roster die roll, please roll again. This way the same ship cannot be sunk twice. This is not normally an issue for casual play as it was a rare occurrence during playtesting.

[14.3.3] Optional Target Rosters have been provided to double the amount of ships available to target during a given career.

[14.4] HISTORICAL U-BOAT IDS

For those players who wish an historical number to assign to their boat, the following is a list of those U-Boats by number that fell within the Types as presented in the game:

U-Boat Type	Historical U-Boat ID
VIIA	U-27 to U-36
VIIB	U-45 to U-55; U-73 to U-76; U-83 to U-87; U-99 to U-102
VIIC	U-69 to U-72; U-77 to U-82; U-88 to U-98; U-132 to U-136; U-201 to U-212; U-221 to U-232; U-235 to U-458; U-465 to U-486; U-551 to U-779; U-821 to U-822; U-825 to U-828; U-901; U-903 to U-907; U-921 to U-930; U-951 to U-995; U-997 to U-1010; U-1013 to U-1025; U-1051 to U-1058; U-1063 to U-1065; U-1101 to U-1110; U-1131 to U-1132; U-1161 to U-1172; U-1192 to U-1210; U-1271 to U-1279; U-1301 to U-1308
VIID	U-213 to U-218
VII Flak	U-256; U-441
IXA	U-37 to U-44
IXB	U-64 to U-65; U-103 to U-111; U-122 to U-124
IXC	U-66 to U-68; U-125 to U-131; U-153 to U-176; U-183 to U-194; U-501 to U-550; U-801 to U-806; U-841 to U-846; U-853 to U-858; U-865 to U-870; U-877 to U-883; U-889; U-1221 to U-1279
IXD-2	U-177 to U-179; U-181 to U-182; U-196 to U-200; U-847 to U-852; U-859 to U-864; U-871 to U-876
IXD/42	U-883
XB	U-116 to U-119; U-219 to U-220; U-233 to U-234
XII	None ever laid down.
XIV	U-459 to U-464; U-487 to U-490
XXI	U-2501 to U-2551; U-2552; U-3001-3035; U-3037 to U-3041; U-3044; U-3501 to U-3530 Many others unfinished.

Enter the Historical U-Boat ID on your Patrol Log Sheet (4.3.1).

[14.5] HISTORICAL WOLFPACK NAMES

When conducting Wolfpack Tournaments (13.5), the following historical Wolfpack names can be used to name your Wolfpack. Each Wolfpack name includes historical information regarding number of U-Boats involved.

West (23 U-Boats)	Letzte Ritter (3 U-Boats)
Kurfürst (5 U-Boats)	Seeräuber (8 U-Boats)
Süd (4 U-Boats)	Ulan (3 U-Boats)
Hammer (3 U-Boats)	Seydlitz (7 U-Boats)
Grönland (21 U-Boats)	Ziethen (12 U-Boats)
Kurfürst (7 U-Boats)	Robbe (4 U-Boats)
Markgraf (15 U-Boats)	Schlei (7 U-Boats)
Bosemüller (8 U-Boats)	Umbau (4 U-Boats)
Seewolf (17 U-Boats)	Westwall (8 U-Boats)
Brandenburg (11 U-Boats)	Aufnahme (4 U-Boats)
Goeben (6 U-Boats)	Umhang (3 U-Boats)
Breslau (6 U-Boats)	Blücher (3 U-Boats)
Mordbrenner (4 U-Boats)	Wrangel (2 U-Boats)
Schlagetot (9 U-Boats)	York (4 U-Boats)
Reissewol (7 U-Boats)	Ziethen (4 U-Boats)
Stosstrupp (6 U-Boats)	Eiswolf (8 U-Boats)
Raubritter (14 U-Boats)	Naseweis (3 U-Boats)
Arnauld (4 U-Boats)	Bums (6 U-Boats)
Störtebecker (19 U-Boats)	Robbenschlag (8 U-Boats)
Steuben (6 U-Boats)	Blutrausch (10 U-Boats)
Benecke (4 U-Boats)	Strauchritter (9 U-Boats)
Gödecke (4 U-Boats)	Hecht (9 U-Boats)

Greif (6 U-Boats)
Pfadfinder (8 U-Boats)
Endrass (9 U-Boats)
Eisteufel (11 U-Boats)
Hai (6 U-Boats)
Wolf (11 U-Boats)
Nebelkönig (10 U-Boats)
Pirat (13 U-Boats)
Steinbrinck (14 U-Boats)
Lohs (19 U-Boats)
Blücher (8 U-Boats)
Eisbär (5 U-Boats)
Vorwärts (18 U-Boats)
Stier (6 U-Boats)
Iltis (7 U-Boats)
Pfeil (11 U-Boats)
Trägertod (10 U-Boats)
Blitz (19 U-Boats)
Tiger (17 U-Boats)
Luchs (19 U-Boats)
Tümmler (6 U-Boats)

Wotan (11 U-Boats)
Panther (34 U-Boats)
Leopard (8 U-Boats)
Puma (13 U-Boats)
Streitaxt (10 U-Boats)
Veilchen (13 U-Boats)
Südwärts (6 U-Boats)
Natter (15 U-Boats)
Delphin (9 U-Boats)
Kreuzotter (13 U-Boats)
Wal (8 U-Boats)
Boreas (10 U-Boats)
Drachen (5 U-Boats)
Panzer (11 U-Boats)
Draufgänger (10 U-Boats)
Büffel (3 U-Boats)
Raufbold (14 U-Boats)
Ungestüm (13 U-Boats)
Spitz (11 U-Boats)
Falke (23 U-Boats)

[14.6] VARIABLE ESCORT QUALITY

Commentary: even early in the war, there were significant differences in the quality of the escort commanders. Some were extremely timid (and, to be blunt, inept) while others were extremely aggressive, determined, and persistent in their attacks and tactics. Additionally, there were significant differences in the quality of the equipment (ships, radars, sonars, etc.) itself. To reflect this, players may incorporate the following optional rule.

[14.6.1] Prior to rolling on the Escort Detection Chart [E2] for the first time during an encounter, roll 1d6 to determine the Escort Quality:

Green	Trained	Veteran	Elite
1	2-4	5	6

[14.6.2] Place the corresponding Escort Quality marker on the Escort space on the U-Boat Combat Mat [U4].

[14.6.3] The following modifiers apply based on the Variable Escort Quality:

Green Escort: subtract 1 Hit from the Escort/Air Attack Chart [E3] result. If the result was "U-Boat Sunk," treat as "5 Hits" instead.

Trained Escort: no modifiers apply.

Veteran Escort: add 1 Hit to the Escort/Air Attack Chart [E3] result. If "5 Hits" were scored, the U-Boat is instead sunk.

Elite Escort: same effect as Veteran Escort, plus favorable +1 modifier for Escort Detection [E2] (9.6.4).

[14.7] VARIABLE AIRCRAFT QUALITY

Commentary: there were significant differences in the quality of the Allied aircrews hunting the U-Boats. Some were very skilled, while others didn't drop their depth charges or bombs accurately. In addition, different aircraft had different weapon capabilities. To represent these factors, players roll for Variable Aircraft Quality.

[14.7.1] Should the U-Boat not successfully crash drive in time to evade aircraft attack (9.8.1), immediately check for Aircraft Quality before rolling on the Escort/Air Attack Chart [E3]. Roll 1d6 to determine the Aircraft Quality:

Green	Trained	Veteran	Elite
1	2-4	5	6

[14.7.2] Place the corresponding Aircraft Quality marker on the Air Attack space on the U-Boat Combat Mat [U4].

[14.7.3] The following modifiers apply based on the Variable Aircraft Quality:

Green Aircraft: subtract 1 Hit from the Escort/Air Attack Chart [E3] result. If the result was "U-Boat Sunk," treat as 5 Hits instead.

Trained Aircraft: no modifiers apply.

Veteran Aircraft: add 1 Hit to the Escort/Air Attack Chart [E3] result. If 5 Hits were scored, the U-Boat is instead sunk.

Elite Aircraft: same effect as Veteran Aircraft, plus automatic U-Boat Crew Injury is increased from one to two (9.8.2).

[14.8] EVASIVE MANEUVERS

Commentary: at the cost of adding time to the combat rounds, players may use this optional rule to give them some additional variation in trying to evade depth charges.

PROCEDURE

When resolving escort depth charges on the Escort/Air Attack Chart [E3], but before rolling on the Escort/Air Attack Chart to determine the number of U-Boat Hits incurred, the U-Boat Kommandant picks a number between 1 and 6 to indicate his evasive direction:

1 or 2 = Evading *Left*; 3 or 4 = Evading *Right*; 5 or 6 = Evading *Straight*

The player then rolls 1d6 to randomly determine to determine the escort direction:

1 or 2 = Escort *Left*; 3 or 4 = Escort *Right*; 5 or 6 = Escort *Straight*

[14.8.1] If the Escort direction is different than the U-Boat evasive direction, the U-Boat subtracts one Hit from the result on the Escort/Air Attack Chart [E3]. If the Escort direction matches the U-Boat's direction, but the number is not the same, the U-Boat adds 1 Hit to the escort attack result. If the escort number rolled is identical to the U-Boat evasive direction number, the U-Boat adds 3 Hits to the combat result.

[14.8.2] The U-Boat is not automatically sunk if the total number of Hits exceeds 5. Simply roll for each Hit separately on the U-Boat Damage Chart [E4].

> *Example: the U-Boat Player chooses the number 6 to evade Straight. The possible outcomes of the Escort direction die roll are:*
> *1–4 = wrong direction, one less Hit*
> *5 = right direction, but not exact number match, one extra Hit*
> *6 = right direction, exact number match, three extra Hits*

[14.8.3] In a two-player game, both players secretly choose direction by placing their chosen number face-up on a six-sided die and revealing the number selected simultaneously.

[14.8.4] Evasive maneuvers are not possible if the U-Boat's Hydrophones are damaged (skip this rule in that instance).

[14.9] RESUPPLY AT SEA

> *Commentary: resupply mainly involved fuel and stores from specialized U-tankers, also known as "Milk Cows," although sometimes torpedoes were also transferred. The U-tankers were of two types, the Type XB (which was actually originally designed specifically as a minelayer) and the Type XIV. These were hunted mercilessly by the Allies, who perceived them to be a major threat due to their usefulness as a "force multiplier." In the period covered by this game, only 4 Type XB and 6 Type XIV were built, meaning the possibility of resupply is reasonably slim.*

[14.9.1] Resupply is not available for the Mediterranean (as no resupply U-Boats were in that theatre) and is not available for Brazilian Coast, Indian Ocean, or Caribbean/North American patrols (as it has already assumed to have occurred in the first place).

[14.9.2] Resupply can only occur once per patrol.

PROCEDURE

To conduct resupply, roll 1d6 after conducting encounters in the final "on station" Travel Box for that patrol (the last Travel Box on the Patrol Track containing the name of the patrol assignment). The resupply can occur on a roll of 1. The U-Boat immediately rolls on the Bay of Biscay table on the Encounter Chart [E1] to reflect the added risk and exposure of being surfaced to transfer stores. Assuming no encounter occurs, it then receives fuel, which places the U-Boat back in the first "on station" Travel Box for that patrol (the first Travel Box on the Patrol Track containing the name of the patrol assignment). It also receives Deck Gun ammo (but not over the initial load amount).

On an additional 1d6 roll of 1, the refueling U-Boat also receives 2 G7a FaT torpedoes. On a roll of 2, it receives 2 G7e FaT torpedoes. A roll of 3-6 has no effect on torpedo reloads.

[14.9.3] If an encounter results when rolling on the Bay of Biscay table, then no resupply is possible, regardless of the result of the engagement.

[14.9.4] A U-Boat that successfully rolls to replenish torpedoes can only do so if it has available capacity for adding torpedoes and it is in range of the allowable torpedo mix permitted, as listed on the U-Boat Display Mat (4.5).

[14.9.5] A player is never forced to take resupply; he may wish to return to base as soon as possible due to U-Boat damage and/or casualties.

[14.9.6] If resupply occurs, one month is added to the Refit period for that patrol (which actually represents additional time at sea). Denote this by writing a "P" down in the first month following the patrol.

[14.9.7] Resupply is never available for Type IXD-2 (it doesn't need it), XB or Type XIV (they are the resupply boats).

[14.10] NON-HISTORICAL PATROL AREAS

If the player wishes, he may ignore the restriction on sending Type VII boats to the West African Coast.

> *Note: this can create some very ahistorical situations.*

[14.11] TYPE XXI PRODUCTION ADVANCE

> *The Type XXI "Electroboot" was a radical step forward for German U-Boat technology. However, it came far too late to change anything; only two combat patrols were made, right at the end of the war. However, if players wish to see what it might have been like to conduct more than just one patrol, try the following rule.*

Each time a random event is rolled for (once per patrol maximum, per the rules) a rapid advance in Type XXI technology and production occurs. The availability date of the Type XXI becomes one month earlier.

[14.12] TYPE XXI ACTIVE SONAR

> *The Type XXI was to have been equipped with the "Nibelung" active/passive sonar system. This would have allowed the boat to "ping" 3 times, and use the data to fire acoustic torpedoes while submerged up to 50 meters deep. Although not ready by the war's*

end, players may wish to use this as a "what–if" addition to the Type XXI's equipment. Use the following rule.

Type XXI U-Boats may attack with the "Nibelung" system. This provides the escorts with a +1 to any detection rolls for that combat, but provides for a -1 on the "to hit" die roll with any acoustic (homing) torpedoes. Additionally, this may be used while submerged, even if the boat has a damaged periscope. Consider the Nibelung to replace the hydrophones for all purposes (such as damage).

[14.13] U-BOAT KOMMANDANT CARDS

Included with the game are 8 Kommandant Cards, representing those U-Boat Kommandants who had success in the second half of the war. This will allow you to try and match or exceed those Kommandants' achievements.

Front—The front of the card lists the kommandant's special game abilities, which match some aspect of his historical performance. Werne Henke, for example, is a "Convoy Killer: Fires torpedoes against convoy targets with an additional "–1" to hit." These abilities should be used when trying to match a kommandants career.
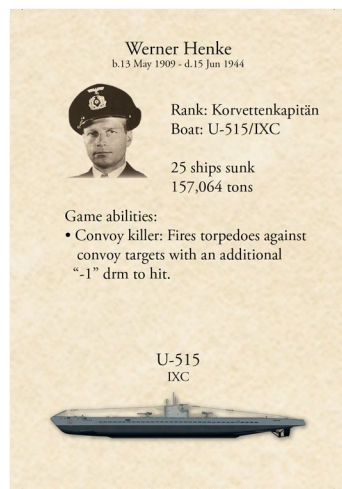
*Back—The back of the card lists the kommandant's historical patrols. You should note that the patrols in red text indicate those patrols and tonnages that occurred during the time covered by the previous game, **The Hunters**. Players can attempt to match only the achievements of the second half of the war, or in the cases of Kommandants with success during both halves of the war, they can attempt to match the entire career if they have a copy of **The Hunters**. Players can exactly duplicate a kommandant's patrols listed in black ink (recommended) or roll randomly for patrols.*
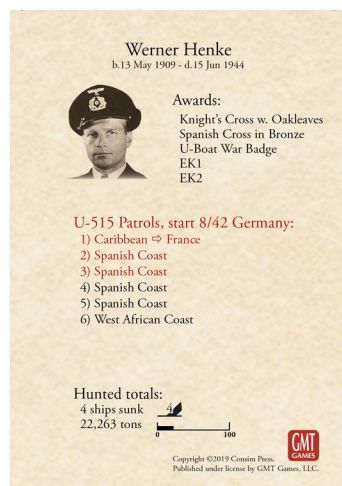
[14.14] FLOTILLA COUNTERS

Included with the game are flotilla symbols for the major combat flotillas during the war. They were the primary combat grouping of U-Boats for command and control purposes, much like a U.S. submarine squadron. These have no game effect and are purely for historical interest.

The flotillas were based mainly as follows:

1st. Germany (Kiel) then France (Brest)

2nd. Germany (Kiel, Wilhelmshaven) then France (Lorient)

3rd. Germany (Kiel) then France (La Pallice, La Rochelle)

5th. Germany (Kiel)

6th. Germany (Kiel, Danzig) then France (St. Nazaire)

7th. Germany (Kiel) then France (St. Nazaire)

9th. France (Brest)

10th. France (Lorient)

11th. Norway (Bergen)

12th. France (Bordeaux)

13th. Norway (Trondheim)

14th. Norway (Narvik)

29th. The Med (various bases)

The 4th and 8th Flotillas were training organizations, along with others.

[14.15] SPECIAL ABILITIES

Players may wish to try this rule just for fun. This rule gives each Kommandant a special ability to start the game.

Roll 1d20 at the start of each career (or choose your favorite):

1. Lucky: starts the game with a "Hals und Beinbruch" counter.

2. Tracker: does not have to roll to maintain contact with ships or convoys.

3. Capital ship killer: extra -1 to hit against capital ships.

4. Teamwork: crew starts at "Veteran."

5. Carrier killer: extra -1 to hit against CV and CVE targets.

6. Aggressive: must always attack any ship contacts if possible. Must always initiate an Additional Round of Combat against non-sunk, unescorted targets.

7. Bold: may move to close range with a detection roll of 12.

8. Skilled: may fire fore and aft torpedoes without a "to hit" penalty.

9. Vigilant: extra +1 DRM to crash dive rolls.

10. FlaK expert: fires flak with an extra -1 DRM. Does **not** stack with expert 2WO.

11. Leadership: rolls for crew upgrades after every second successful patrol, instead of after the third.

12. Tanker killer: extra -1 to hit against tanker targets.

13. Convoy killer: extra -1 to hit against convoy targets.

14. Deck gun expert: deck gun "to hit" rolls have a -1 DRM.

15. Straggler killer: when "Convoy" is rolled for an encounter, may roll for a single unescorted target instead (once per patrol).

16. Political: may choose own patrol zone on a roll of 1-3.

17. Kite expert: may re-roll for encounters on a 5 or 11 first result when using the Fa-330.

18. Scrounger: may start with double the normal load of homing torpedoes (at the expense of G7a or G7e FaT equipped torpedoes) each patrol.

19. Keen Judgment: does not take a Hull damage the first time (only) each patrol when exceeding test depth.

20. Charismatic: all replacement named crewmen arrive as "Experte."

[14.16] EXTREME RANGE

Players may add a fourth possible range to the game: Extreme. This range only applies to FaT-equipped torpedoes and only against convoys. From this range, FaT-equipped Type G7a or G7e torpedoes may be fired at a convoy when encountered. They hit only on a 2d6 roll of 2-3 and this number is not modified. The U-Boat is only detected on a 2d6 roll of 11-12, and this number is also not modified, unless the U-Boat is attempting a second salvo, in which case it becomes 10-12.

[15.0] COMBINING WITH *THE HUNTERS*

Obviously some players will wish to continue their careers from my previous game **The Hunters** *to the end of the war. This procedure is relatively simple.*

[15.1] Any patrol that starts on or before 6/43 uses *The Hunters* rules and charts for the duration of the patrol, even if that takes the player past 7/43.

[15.2] Any patrol that starts on 7/43 or later uses *The Hunted* rules and charts (exception 15.5).

[15.3] COMBINED AWARDS

In *The Hunters* certain benefits are tied to having the Knight's Cross with Oakleaves and the Knight's Cross with Oak Leaves and Swords, respectively. In *The Hunted* the benefits come at a different level (sooner). In a combined game, the awards levels from *The Hunters* are used, regardless of what the chart says in *The Hunted*.

[15.4] COMBINED TONNAGE

Your tonnage carries over of course from *The Hunters*. If you have the Knight's Cross or higher, your next award requires 25,000 tons from your previous award. If you somehow managed to play all of *The Hunters* without getting a Knight's Cross at all, normal *The Hunted* rules apply, and your first Knight's Cross will come at 75,000 tons (this may mean you start *The Hunted* by receiving a Knight's Cross).

[15.5] OPTIONAL EQUIPMENT FOR *THE HUNTERS*

You may wish to use BOLD decoys starting in 6/42 with *The Hunters*. Just utilize rule 9.6.7 in this booklet verbatim with any U-Boat. Additionally, G7e "Falke" homing torpedoes were introduced 3/43. You may load a maximum of two G7e "Falke" starting on that date. Their use will require checking *The Hunted* "to hit" charts, as an exception to 15.2 above. Players may also consider all their G7a and G7e torpedoes to be FaT-equipped starting in 12/42.

[15.6] OPTIONAL U-BOATS FOR *THE HUNTERS*

You may wish to play *The Hunters* and upgrade to a U-Boat that was available chronologically but is not included in *The Hunters*, while still playing *The Hunters*. These would be Type IXC/40, Type IXD-2, Type XB, Type XII, and Type XIV. Continue to use *The Hunters* rules with these boats until the 7/43 crossover date, except the XB and Type XIV will need to utilize the Replenishment rules from *The Hunted* (11.4.10).

[16.0] DESIGNER'S NOTES

There's just something about U-boats. A certain mystique, the very clandestine nature of their operations, the horrible odds they faced, the close-knit camaraderie of the crew....all of these things combine to make them a fascinating subject. After the success of "*The Hunters*" I was asked by many players to make the sequel. Originally, I had no intention of doing so - I just didn't think the second half of the war would be any fun whatsoever for players. It was just too brutal.

Making *The Hunted* was in response to these many players who desired to "go the distance" despite the brutal aspects of the second half of the war. I have not sugar-coated the second half of the war in order to make things easier on the players. Probably very few careers in this game will be able to finish the war, as happened historically. However, some interesting facts came to light when I researched who was successful in the 1943-1945 time frame. If you look at the Kommandant cards, you'll notice many of the successful "aces" of the second half of the war commanded Type IX D-2 boats; most of these were sent to the Indian Ocean where the Allied ASW defenses and effort was not as intense. This is replicated in the game, as the detection rolls are a bit more forgiving in the Indian Ocean. In "Hunters" terms, it's like operating in 1942 in that area. Players running a Type VII in the Atlantic, however, are going to "living on the edge." Every decision might be your last, and attacking when every detail is not in your favor can lead to disaster. I am sure there will be players that survive in a Type VII, but I am also sure it won't happen often. Players in Types VII U-boats really must have a survival mindset and think about every decision before it's made. Having said that, the one time a player in a Type VII will probably have to accept more risk than he wants will be during the D-Day Invasion. The German orders to the U-boats to attack without regard to their own survival was, in fact, pretty much a death sentence for those that chose to obey. However, the game penalties for not complying are pretty harsh, by design. You stand a good chance of being relieved of command.

My feelings on making this a separate game have been borne out, I feel, after looking at the significant changes to all of the charts, the plethora of new torpedoes and technology, etc. Still, if players wish to "meld" both games they can certainly do so, by using the procedure listed in the optional rules above. Players should enjoy all the new "toys" they have to use, such as homing torpedoes, the Fa-330 Rotary Kite, Alberich anti-sonar coating, Balkon-Geraet hydrophones, the Type XXI "Electroboot," etc. But the Allies have new toys as well - Hedgehog, Squid, FIDO homing torpedoes, and more. If nothing else, the game should impress upon players the quantum leap in technology that occurred after the first half of the war. I still strongly feel it was the right call to make *The Hunted* a separate game from *The Hunters*. The myriad of changes in technology and the overall war situation reinforce this feeling. Trying to jam it all into one game would have been a bit much.

I decided to not include the Type VIIF torpedo transport U-Boats. Four were made, but basically they just ran torpedoes up to Norway and came back to Germany for more (one did make a trip to Penang.) I almost made the same decision with the "milk cows" (Types XB and XIV) but I thought they might give a different aspect to the game, and possibly be used by some enterprising players in a campaign setting. So I left them in, despite the fact some testers found them a bit boring to play. To each his own. I thought it was kind of fun, so maybe somebody will survive a milk cow career.

Hopefully more than just the masochists out there will enjoy this :)

Gregory M. Smith

[17.0] BIBLIOGRAPHY

Blair, Clay. *Hitler's U-Boat War: The Hunters, 1939-1942*. Modern Library, 2000.

Nothing short of amazing, this first of two books is a must-read for any serious U-Boat enthusiast. I cannot recommend Clay Blair highly enough.

_____. *Hitler's U-Boat War: The Hunted, 1943-1945*. Modern Library, 2000.

Although mostly past the time frame of the game, this second volume of the set still has valuable information.

Wynn, Kenneth. *U-Boat Operations of the Second World War (Volumes 1 and 2)*. Naval Institute Press, 1998.

Mostly translated war patrol reports, these volumes are an amazing resource for tracking the patrol histories of individual boats.

Jordan, Roger. *The World's Merchant Fleets 1939: The Particulars and Wartime Fates of 6,000 Ships*. Naval Institute Press, 1999.

Where did all those target listings come from? Not exactly light reading, but a good reference.

Miller, David. *U-Boats: The Illustrated History of the Raiders of the Deep*. Brassey's, 2000.

Although on the surface it appears to be a "coffee-table book," it is actually a superb all-around reference on everything U-Boat, including daily operations at sea, how encounters were prosecuted, and what patrols were like.

PATROL LOG SHEET EXAMPLE— *The U-123 is a Type VIIC, and therefore starts the game in France. For his first patrol he rolls an "8" and therefore his assignment is to the Atlantic. After no contacts for his first 3 patrol boxes, he encounters a convoy and rolls for the 4 ships, getting targets of 2,800, 5,000, 4,600, and 1,400 tons. He fires from long range, 2 at each of the larger ships, but completely misses the 5,000t ship. He does sink the 4,600t target, and circles it to indicate this. However, he receives such a pounding from the escorts afterwards that he has to add 2 months of refit to his normal refit time of 1 month. His next patrol therefore starts in November 1943.*

The player rolls a "10" which means he's been assigned to the Mediterranean. He passes through the straits of Gibraltar without incident, and furthermore, has no contacts at all. He is now stationed in the Med permanently.

The player's next patrol is automatically in the Med. After his transit boxes yield no contact, he rolls a "4" which means he has encountered a capital ship. He rolls on the capital ship list, and comes up with the HMS Nelson. This is too lucrative to pass up, so he attacks it, but only does 2 damage, making two tick marks above the ship's tonnage. The escorts, however, sink him and the game ends.

The Hunted Patrol Log Sheet

U-BOAT Type: VIIC   **ID:** U-123   **Kmdt:** Schmidt

DATE	PATROL	TARGETS (tonnage)								NOTES	TYPE XXI?*
Jul-43	Atlantic	2,800	5,000	(4,600)	1,400					1. Fight back w/Flak	
Aug-43	R										
Sep-43	R										
Oct-43	R										
Nov-43	The Med			(no contacts)							
Dec-43	R										
Jan-44	The Med		34,000!	(U-123 sunk by escorts)						2. B-G, Bombing	
Feb-44			HMS Nelson							3. Schnorchel	
Mar-44											
Apr-44											
May-44											
Jun-44										4. Alberich possible	
Jul-44											
Aug-44										France base ends	☐
Sep-44										Med base ends; 5.	☐
Oct-44											☐
Nov-44											☐
Dec-44											☐
Jan-45											☐
Feb-45											☐
Mar-45											☐
Apr-45											■

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